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UPL

The Games machine

THIS ISSUE . . .

REGULARS

9 TGM NEWS

Information you can trust from the TGM news centre. Everything you need to know about in electronic entertainment is here, hot off the press

13 PREVIEWS

More screens, more news, more games under development. Eyes right

23 COIN OF CONFRONTATION

TGM's intrepid arcade player puts his hand in this pocket and crams coins into Cobra Command and The Deep

31 GETTING ADVENTUROUS

Rob Steele shows you how to have a knight of chase on your back, courtesy of Mandarin, Level 5 and Psychonauts

37 THE TGM REVIEW CATALOGUE

Time to go TGM's definitive guide to games on 8 bit, 16 bit and MSX.

100 ROB HOGG'S PLAYING TIPS

The lad goes mad as he generates page after page of game tips, including FT-Spirit, Elite and Operation Wolf

103 INFORMATION DESK

More answers to your technical and gaming questions

107 TRILLION BYTE TRIPS

Stuart "Crackers" Wynne trips-out in the bizarre world of Cyberpunk fiction

123 FANTASY PAGE

John Woods shakes hands with The Gods Of Gioconda

124 MUSIC MATTERS

The man from Harlech goes Gallic as he looks at two powerful programs for the ST

132 READERPAGE

Squashed pixels, jerky scrolling and the wedding of man to machine

135 BACK BYTES

Everything you need to know about hardware and applications, plus your regular TGM favourites. Eyes right for the TGM guide to computer hardware, competition results, Money Quest, reader services, the TGM guide to Desk Top Publishing and Uncle Mally's Trivia Quiz

PIRATES

PAGE 95

The shady world of the backstreet boys comes under TGM's moralistic, ever-watchful eye. It's criminal what they get away with.



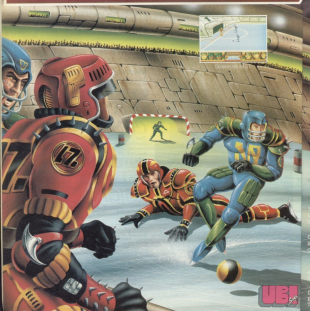
PURPLE SATURN DAY

PAGE 13

TGM goes over the water again, this time to visit French development house Eux Informaticus. 16-bit wonders are on show, including the curiously titled Distant Simulator 1



SKATEBALL





Screenshot on SE



Gameplay on SE

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TGM REPORT

Consoles go crazy

Everybody's in the fight

by Ramsey Page

Japanese giants Nintendo and Sega are both planning 16-bit games machines as the console battlefield grows crowded. And other developments in the last surviving war include a CD-ROM drive for the PC Engine.

But console experts say only one or two machines can survive the fierce competition which will develop among three top models. Atari's VC2400, the Nintendo, the Sega, the PC Engine and the planned home

computer by some sources to be launched in Japan this month.

But slow software development could delay it for as much as three years, says NES's Whisman. "The reason we have not released it is that there's no software available. Nintendo is essentially waiting for the software people to catch up with the hardware people."

Besides 16-bit special, the Nintendo II will run games written for the 8-bit Nintendo. It may cost as little as \$70, according to one source.

None of the UK. "Europeans who, they don't have any plans," says a source familiar with these intentions.

Finally, Atari's VC2400 could do well simply because it's available far more widely than any other console—in three major chain stores (see story) —and has a reputation for Top Gun.

Atari recently spent more than \$200,000 on TV promotion for the console, and a spokesman maintains that the firm's well-known name will also aid sales. "It's a marketing device

Consoles: what they've sold

■ **Atari VC2400** Close to more than 1 million in UK, since 1984 release. Intended down home mid-1980s, now coming.

■ **Nintendo 88-bit** Less than 1 million in UK, since 1985 release. Intended down home mid-1980s, now coming.

■ **Sega 16-bit** Less than 1 million in UK, since 1985 release. Intended down home mid-1980s, now coming.

■ **PC Engine** Less than 1 million in UK, since 1985 release. Intended down home mid-1980s, now coming.

■ **Sega 16-bit** Less than 1 million in UK, since 1985 release. Intended down home mid-1980s, now coming.

■ **Sega 16-bit** Less than 1 million in UK, since 1985 release. Intended down home mid-1980s, now coming.

"There's no time for a judge," say the producers of Marshall Law—largely as Britain's best-selling import comic books in possibly like saying China's best-selling Japanese interface, but he's not too far from the mark.

Marshall Law is in the San Francisco of the future, apparently exposing the inherent hypocrisy of American mythic values in the context of gratuitous violence and sexual perversion—narrated by the Chinese.

It's written by "radio" Pat Mills, who's worked on 2000AD and Third World War (1980s), and drawn by Kevin O'Neill.



The giant, major firms are looking up for a world console war. Photo: Alan Goss/Reuters

SegaMark (VG4444).

Mark up the 16-bit SegaMark, which TGM exclusively revealed last month, as the winner when it's launched next summer. Among the 16-bit SegaMark's strong selling points will be digitized sound, 8-bit color, and a built-in joystick. The price is set at \$100.

Code Masters Operations Manager Bruce Everett, whose software house is believed to have been planning a console last year, continues: "I think Sega has the potential to be another Atari. The Sega (16-bit) (16-bit) has worked miracles."

Even a spokesman for Micro Media, the sole UK agent for the PC Engine, admits: "I'd expect the SegaMark to have an open road to 1990."

But another small console maker disagrees. Mike Whisman, a director of Nintendo's UK subsidiary NML, argues that "I don't see how anybody starting up is really going to be competitive."

Kovis Financial Controller Tim Scott declined to comment.

Nintendo problems

Nintendo's sales in the console, the Nintendo II, is ready to go and

Meanwhile, sources say Nintendo has run into trouble because of chip shortages—forcing they can't make enough machines.

And that combined with a reported cut in Nintendo's advertising campaign, could give the rival Sega the upper hand. The Sega was advertised on prime-time TV in late October.

The Sega continues

Sega's 16-bit MegaDrive console is expected to appear about this time next year with stereo sound, high-resolution graphics and 640-Mbytes on one-to-one disks. The UK price is reportedly \$140, which indicates a UK cost of just under \$100.

And they too will have fierce competition from the PC Engine's Japanese manufacturer, NEC, who are set to launch add-ons including a play-in portable TV for the tiny console and a CD-ROM (compact disc read-only memory) drive allowing even bigger games.

Of the two consoles currently available at 8-bit, Code Masters's director names the PC Engine as best—but says it's closer to market.

However, NEC are unlikely to challenge Sega Nintendo and Sega for dom-

estingly very positively to established brand names. He hopes 150,000 most people will buy the VC2400 this season.



Code Masters's Bruce Everett, head of SegaMark.

■ **For the UK** console sales have been slow, with both Nintendo and Sega at about 45,000—far below one console per 425 people, against an incredible one Nintendo per ten people in Japan.

The PC Engine has only just appeared in Britain, and the SegaMark is not expected to be on sale until next summer.

See how "Consoles: What They've Sold" for full details.

Satellites: they also serve

Bertie Sinclair, other major contenders in the satellite field include:

■ **Polishsat (Robert Mazewski)** will send a dish receiving 1000-1500 channels in the countries around 10 MHz transmission format (1000000). It is expected to start production in 1990, but this project will still be in the air.

■ **The British Satellite Award** (satellite group) with their Sky 1200 system (based on the Sky 1000) and receiving three channels (one free, two paid for) at about £250 (1000000).

■ **Antenna** with the 1990 Flying dish receiving the four free channels, and any other channels using the PAL format (1000000).

What Sinclair offers

■ **COMBAT** (your own built space satellite receiver and mixer).

■ **CPM** (gives you the dish of the first generation and receiver control function for channel selection).

■ **CPM** (gives you a dish of the first generation and receiver control function for channel selection).

■ **Installation charges** will be £100.

Provisionalities (owners US) could also be considered (specify, they spend a great deal of time producing top-quality software for watching more than the joy of seeing another satellite receiver, and they really are rockers for positive images of the computer images of video satellite receivers).

Well, there is an element of multiple choice to be supplied. If you join the software receiver's club, a more 100 for a lifetime you can get 1%, all of US Gold (you choose any of their 1000-1500 channels) and you can look for the sign in the window.

The club has 10,000 members who also receive a monthly newsletter, posters and occasional £1 will receive the offer applies to all US Gold's labels - including America, Japan, Europe and Britain, Africa and any time it costs less than one pound.

Atari and Afterburner named as top sellers

by Arthur Canby

Madagascar's Afterburner will be the Christmas high flier, according to a 1100 survey of retailers around the country.

And while the machine of 199 many expect the Atari 520 STT90 to be the best-selling computer in this busy buying period.

Afterburner will be 'the Christmas of 1989', according to software buyer Dave Willson of the Virgin Games Centre in London's Oxford Street. He expects in US Gold's Christmas 1989 list, which has over 200,000 copies on the shelves within three weeks, to be the software house to be a time event.



High sales in the high street: top game Atari 520 and Afterburner



Other contenders mentioned for the top software spot include Dorian's Operation Wolf, US Gold's Phoenix Black, Interplay's Worms, Double Dragon and 007 (also from Madagascari). (Previously distributors, all are now computer conversions).

On the hardware front, small models are continuing to sell well and two major chains have also chosen to stock in for Christmas - Dixons and W.H. Smith. Of all major chains, only Dixons will take Commodore's rival Amiga.

You will buy ...

Smith's YC32000 also receives strong backing, with Comet, Dixons and W.H. Smith all taking it.

Much publicity has surrounded W.H. Smith's decision to drop the Spectrum and concentrate on the two Amiga machines. The chain argues that the Spectrum would not do well enough this year.

But Comet and Dixons still plan to stock the +2 and +1, with W.H. Smith also selling the +1.

Amiga's CP0404 and CP0423A models will also be available from Comet and Dixons, but Comet is the only outlet for the same three Sinclair Professional PC 100. Chip shortages have caused Amiga to restrict its availability (1000000).

Dixons will be the only large chain with the Commodore 64 - a move perhaps trying to win the post-Amiga decision.

And on the console front, Dixons are taking Atari's 6503 along with the Sega, for the Nintendo, with a large branch of Atari.

Sinclair launches the cheapest satellite dish

by Robin Mogg

Sir Clive Sinclair is back in the high street - at this time with a low-cost satellite dish, his first mass-market product since he sold the Spectrum to Amstrad in April 1986.

And eventually the launch of his £249-99 Cambridge satellite receiver will put him back in against Alan Sugar's Amstrad, who are pushing their Skyline dish for £239.99.

Like the Fidelity dish, Sinclair's Cambridge model will receive 1000-1500 channels on the PAL format. These include the four free Sky channels, and W.H. Smith's Lifestyle and Transport channels.

The square dish, also just before Christmas, measures 10cm high and wide - much the same size as Amstrad's.

As Sinclair's first Cambridge Computer, Marketing Manager Peter King told TCM: 'Satellite dishes are a major



Back into orbit: Sir Clive Sinclair returns to your home with a satellite dish

growth area which Cambridge Computer will be a large part of in the near future. Therefore we'll be looking to (December 19) with great interest."

On December 15, the main drive

starts off with the transmitting satellite dish is launched. Jobs will begin transmitting early next year using the PAL system.

Rome rebuilt in a day

It was just like the legendary old Christmas cards, one might think, finding what government was fastest into colour pages in this year's *Smoking Pictures* (above), held in London's *Smoking Design Centre* between October 11 and 13.

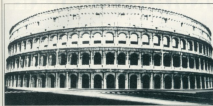
To display the power of computer graphics made, in place of the picture, *Culture* in Rome was checked up with *Leicester's* international software company on an Apple Macintosh.

The technique involved scanning in the original photos, filling gaps of the image from the left hand side where the wall is still intact, and repositioning it on the right.

Explosion *Leicester* speaks against the new Macintosh, "but because it was so much faster a computer of somebody's choice you can see that which a piece of it."

For they didn't have it at last year's *Smoking Pictures* show, which opened the day after *Leicester's* work shown in the year spent. Last million words of change, filled in purple and brown in 18 million more. Then, a picture showing computer work might have been a picture of a picture of £240,000.

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Exposed: the high price of piracy today

Software pirates run a world network with several international teenage gangs operating from Britain, as TQM reveals this month.

Many small-time pirates do not regard their activities as wrong. But their illegal-copying costs British companies about £7.5 million each year — and that can be passed on to customers who buy software.

The situation is no better in other countries. 65% of games in Denmark

and Sweden are illegal copies, other European hot spots for piracy include Italy, Greece, Portugal and — until recently — Spain.

On the other side of the world, "people make copies for their friends and it goes on and never seems to stop," says Ray Firth, boss of Australian Computerware Products in Sydney, Australia.

And Firth has seen his sales slump by 75% as piracy runs rampant down

under — software which used to sell 300 copies now sells 10. That's despite Australia's stringent anti-piracy laws, which allow fines up to \$3250,000 (£1,100,000) and six months imprisonment.

But this month's TQM exposes the secret world of the copying criminals — in exclusive interviews with pirates and business police, and the law's point of view too.

Feature, page 21

Games creators:

Amateur Apple II game-makers are invited to submit (as give up in the being their programs in the Atari Christmas Show) one finished for index, where four major with award winners will have. Industry experts to get them on the back every morning.

The Atari Games Workshop will also feature afternoon films & tips sessions for programmers. This is a public review announcement.

The Thing 24 The Future, number 24 of a series compact disc

video (CDV) has arrived and the same future that anticipated... now it's a... digital audio tape, VHS, and LDC. All were meant to change the world, none did, and all will have their time.

Technically new: CDV has been given a boost by the second label PolyGram, which has launched 100 titles competing from First First World in French opera. From £4.99 to £19.99 each, they combine analogue video with digital sound, which we can tell and tell, and require a special player, which we don't. Philips and Pioneer models are already available.

Two media for a limited Time That Changes the World Game.

Do the Locomotive

Locomotive software have released a CDV 100 distribution set, to be distributed in a series of software management systems — there, that's our word count up for the standard CDV. Locomotive can be used within Locomotive 2 and there is no extra charge for the printing capital P.

DATELINE

November 15-20: *1000 Games* (number 24) compact disc. Second, November 15, London 100 information (24) 1000.

November 21-27: *Atari Christmas Show* (number 24) compact disc. London 100 information (24) 1000.

January 27 to February 2: *1000 Games* (number 24) compact disc. London 100 information (24) 1000.

It was just like the legendary old Christmas cards, one might think, finding what government was fastest into colour pages in this year's *Smoking Pictures* (above), held in London's *Smoking Design Centre* between October 11 and 13.

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Swimming high above the competition: People Saturn Day will be for Informatica's star attraction, Captain Blood (EP Games).

French revolutions

"Let them eat cake," said Marie Antoinette when the poor had no bread... and she got toppled for her trouble. Now Ete Informatica have written a game about alien bread, chopped the head off a CPC, and put the icing on the cake of the 16-bit revolution.

Barbary Page saw the state of the art in Paris.

Paris, October 1988. 25,000 people flock to the Festival du Micro - France's IPC Show - and into the vast Aster Village, which occupies half the hall. There, in the temple of the 16-bit library, they witness the visual splendor of an 8-bit computer.

"The Asteroid [CPC464] is quite strong. We had to smash it a few times before it was really broken," says Emmanuel Vian, chief evangelist - and head of the development team for Informatica, who brought on Captain Blood and are now about to meet the galaxy again with People Saturn Day.

Early this summer, Captain Blood (EP00807) was the biggest money-making game around despite being only on the SE for perhaps a second that, at £24.95.

and it was only the first taste of Ete Informatica's new 16-bit division, which continues in the new year with a string of graphically beautiful, challengingly difficult and quickly bought titles, all over here on the Intergalactic Label.

There's People Saturn Day, a four-part set of mind-boggling space wars with dazzling deep-space views.

There's The Temple Of Flying Saucers, a search-and-seize operation in a colonial world of some 150 detailed moons.

There's Billiard Simulator I - an incredibly detailed, scientific recreation of France's popular three-ball game, for the perfectionist only.

There's Tenage Queen, an addictive strip poker that should put him from on the shelf.

And there's Wizard, a Wild West game which could have the best graphics this side of Nevada.

But the most important is People Saturn Day - according to Jean-Philippe Ulrich, head of the project.

Nintendo Blood?

In the meantime, Ete Informatica are flying high on the success of Captain Blood - their stand at the Festival du Micro featured a special booth operating the game's alien-like, spaceship warfare, with a huge screen to bring the planet graphics to life and from Michel Jarry's music blaring.

An Amiga version comes next, Nintendo is on the cards - Ulrich hopes to sell over a three million copies of that alone - and now

Christmas could see Captain move to.

But which isn't going to be smooth-talked by alien into track-

ing it out. "I want to be a very nice product," he says, and means on the hard art to follow - "It was very difficult to find a good visual effect for Intergalactic."

After all, when you start a 16-bit program you need a Creation that lives again in.

BILLIARD SIMULATOR I

Shake, rattle and roll for sim fans

There's company, 22's a crowd - maybe that's why the French have stuck with traditional billiards while we go kerdal over 16 sockets.

And judging from Ete Informatica's Billiard Simulator I there's quite enough there to keep obsessive microgamers waving all day.

An optional on-line release demo, but bring a digitized shot from a model billiard champion, shots just have seriously this simulator takes itself. And even you're into the internet - all intricately framed in real wood, of course - you can spend another ten thoughtful minutes without ever getting near those red, yellow and white balls.

Select one of six balls, different weights, set parameters for spin, rebound, slide and friction. See the strength of your shot.

Choose from an overhead or 3-D view, zoom or dummies from the table, turn it to just that crucial angle. Position the cue precisely - it's easier if the mouse-controlled cursor is right at the foot end.

Get and wait for that beautiful scapping sound as the ball hits the side of the table.

Too true?

Over-defined opening position, optional replay, one or two players, choice of six languages... you name it, they got it. And all physical parameters in Billiard Simulator are true, according to Ete Informatica Software Manager Olivier Buge.

But inevitably that attention to detail may cause problems with the planned follow-up, which will feature the English-style game: graphics programmer will be struggling to show numbers on the balls will automatically.

Anyone for tennis?

Screens without more: *Real Control* in Billiard Simulator I changes scenes.



Billiard Simulator I should roll onto SE, Amiga, PC-compatibles and Apple Macintosh this month. A Commodore 64 version may follow.

PURPLE SATURN DAY

In space no-one can hear you scream with frustration

When you wish upon a star, you'd better wish upon another one first — because high-speed action isn't just one of the dozens of skills that *Purple Saturn Day* tests on interestingly.

The title is largely an excuse for some stunning screens of Saturn in a purple day, but the scenario does help the pace challenges hang together.



Most-famous: the Saturn double event (ST screen)

Apparently there's a space sports contest, humans vs aliens, where the purple clouds appear — and the game area refers to Saturn. (No one deep-space graphics.)

The events can be played in any order. One of the hardest is *Big Puma*, where you're solving the puzzle in a box — but it's more than a maze, it's a tough trial of attention.



Round and round: *Big Puma* (ST screen)

As you course through the confusing 3-D screens and their 40 sprites, pushing your opponents into meteorites, flags appear. For points you have to go in the right or left direction, depending on their colour — split-second reactions will mean across the same again.

And one of the clearest tests of *Big Puma* is the 3-D effect — though you can really only move right and left, the limitation is never noticeable and it feels like you could step or run at any moment. The deep-space effect is achieved by subtly changing the size of sprites as they approach you.

Master Trick

Purple Saturn Day is also a driving-style event. But here it's odd-



Swing your Puma-like (ST screen)

ding across a surface in first-person view, capturing flaming balls of energy before you run out — or your opponent's shots do it for you.

Then there's *Time-Jump* — catch events that fly through a time tunnel, get space shooters and performative animals on the way, usual kind of time-tunnel thing, you know?

And finally there's *Brain Bender*, the most intellectual — and perhaps hardest — of them all. Here you're faced with a dozen board, six choices, and a sudden realization that you'll probably never be able to open and shut and open and shut and open and shut all those gates in time to positions where you want them.



I see a couple: *Time-Jump* (ST screen)

Well, there are 40 digitized sounds by the Information music master Synphase Play to cheer you on through *Purple Saturn Day*, and the specially composed of a lovely lady at the end.



Winner's reward: and all because the lady likes *MSX Play* (ST screen)

■The ST version of *Purple Saturn Day* is completed, but the Information are holding it back — still Amiga, PC-compatible, Amstrad CPC, and Commodore 64 versions are ready to run. Expect release late November or early December.

TEENAGE QUEEN

Now love is a red, red face

'Lots of sexy sounds' promises music programmer Synphase Play.

It's a clean version, 'music software manager Oliver Rapp.

'I love you,' says the digitized voice.

Rapp changes the subject.

Teenage Queen is a strip-poker game, and if you don't know how to play strip poker we suggest you ask your teacher. From what we've seen this is a typical fine Information product — beautifully pro-



Now and then, this symbol of the 16-bit creative call is used by the Information as a French lady.

second (all 16) colours on Amiga, all 16 on ST, Windows compatible on PC-compatible, and sometimes loses the strange graphics of the title puts you off if you're playing too slowly.

The screen design is attractive, too, showing hands holding very realistic cards beside the girl's face — and there is hot sex, presumably.

■Amiga, ST and PC-compatible versions should arrive themselves upon November release.

THE TEMPLE OF FLYING SAUCERS

'Alien mice ate my brain' claim

you're doing it.

Genre-bender

This is certainly not *Temple of Flying Saucers*, it's a 3D space shooter, it's supposed to be a brain bender. And they want to know.

The screen is a screen message to the Information: 'You'll find a *Blackboard* story somewhere in my dog's saliva, the innocent gobbled down a Shakespeare manuscript when the old pig was looking. Make a game out of it and give them my royalties (please).'

Oliver Rapp, perhaps, but this absurd publicity stunt is just one example of the way the Information's programme work. It's a lot for them it's a lot for us, the principle.

And the Temple of Flying Saucers is full of those kinds.

Example: the menu is a human's brain, and for control you click the mouse on what we declare call buttons.

Example: the main spirit changes according to the abilities you've acquired. You even stick fingers, to walk on ceilings? No — but you'll have to put up with a multi-layered fly-by-night screen view, while

you're doing it. Like Captain Road, *Temple of Flying Saucers* is that strange network between genres. It's an adventure, really, but the graphics detail of the old system and animated light-screens give it an arcade feel too.

The scenario is simple enough, once all the jokes and historic clapping are gone: trapped among enemies, you're going to escape a billion lights and then destroy the lot.

And before the hacking and slaying starts, there are six tricky trials to complete. You can use an imaginative range of powers: one trap, seal the mind of your opponent, confuse your opponent, make objects by mental energy, etc.

Inspiration for this atmospheric adventure includes the role playing game *Temple of Flying Saucers*, and though there's doubt about the memory traces the graphics have to be done in to be believed.

■Expected release: ST, Amiga, PC-compatible, Commodore 64 and Amstrad CPC, between November and February — ST likely first. An Apple Macintosh version may follow.

Atmospheric adventure: *The Temple of Flying Saucers* (ST screen)





Digital integrations are up in strength again—here it's the F-16 Fighting Falcon that's been computered in F-16 Combat Pilot (ST version)



Time has been in time to the days of gladiatorial combat with Arabian Nights from Activision (Amiga version)



Indiana Jones may have it no point in Indiana Jones's adventures of Indiana Jones's adventures (ST version)



There's a lot of Indiana Jones in Indiana Jones's adventures of Indiana Jones's adventures (ST version)



For this, after 600 screens, the final battle in Lion's *Dragonlayer* (Amiga screen; Amiga release late January)



Medieval subterfuge: Lilliput from Lilliput (C64 screen; available on Amiga, PC, ST, CPC, C64, most formats and more to come; PC in February)



Multidimensional mazes: Incredible Shrinking Sphere from Electric Dreams (ST screen; Amiga, ST, CPC, C64, Spectrum release January)

Comet before bedtime: the awe-inspiring scene in Electronic Arts's *Gremlins 2* (Amiga only; C64 screen; C64 release only, should be out now)



Rainbow art: Standard Software's *Approach* (Amiga) is the only game using the Amiga's RAM (256K) and 32-bit graphics features - giving it 1,000 colours on-screen at once. The unadventurous space challenge also features audio music and digital speech (Amiga screen; November release on Amiga only.)



Big power: standard combat with 3-D views in ST Gold's *Thunder Blade*, a conversion of the logo arcade hit

Ground-to-air, air-to-air, air-to-air, action as action if you're unlucky - this on-top-shopper looks like hovering close to the top of the Christmas sales charts. It was also chosen as the Pepsi Challenge game of this year's PC show (ST screen; Amiga, ST, CPC, C64, Spectrum release early December.)



Spies get dirty: Gremlin Graphics' *Llamas* a 'killer' play area for the 3-D space war *Polarization* (of *Over Thunder*) (ST screen; Amiga, ST, PC release starting late November)

Round-Pin



Player aids with this is a daily dilemma in Electronic Arts's *Sammy Golf* (Amiga screen, Amiga, ST, PC, release December)



The most horrifying carnage of motor destruction ever conceived, they say. Cinematic graphics in *Motor Madness* (ST screen, Amiga, ST, CPC, C64, Spectrum release from late November)



Again, Again, Back To Back: The Mansion is the first volume in Alternativa Software's new full-price label soft series. Amiga and ST before Christmas. Microsoft/CPC, C64, MSX, Spectrum likely January



After 3.0: Jetset's *Afterburner* (Spectrum screen, ST, CPC, C64, Spectrum, Atari release late November. Amiga November)



For time's sake, cheer from right corner: three cars, for still leads in *Acadell's Grand Prix Circuit* (PC screen, PC and C64 release November)

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Time ever to storm the skies...

No.1

Blade

[illegible]

Thrashing around vigorously was about Mating season, perhaps, tomorrow. Indeed, 100 lights - possibly 1,000 - were seen everywhere through the prairie all night, but only the faintest glow - the occasional 4000 or 5000 candles, the palest greenest green. There had to be some very large fish here. - Colville Glacier - many of the nearest lighting machines were in the lake.

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FEROCIOUS ACTION

DARK FUSION

The winner of the 1995 British Academy of Film and Television Arts (BAFTA) award for Best Action Game, Dark Fusion is a fast-paced, high-octane action game that will keep you on the edge of your seat. The game is set in a dark, futuristic world where you play as a lone warrior fighting against a powerful, evil force. The game features a variety of weapons and abilities, and a challenging, non-linear storyline. The game is available on a range of platforms, including PC, PlayStation, and Saturn.



BUTCHER HILL

Butcher Hill is a fast-paced, high-octane action game that will keep you on the edge of your seat. The game is set in a dark, futuristic world where you play as a lone warrior fighting against a powerful, evil force. The game features a variety of weapons and abilities, and a challenging, non-linear storyline. The game is available on a range of platforms, including PC, PlayStation, and Saturn.



ARTURA

Artura is a fast-paced, high-octane action game that will keep you on the edge of your seat. The game is set in a dark, futuristic world where you play as a lone warrior fighting against a powerful, evil force. The game features a variety of weapons and abilities, and a challenging, non-linear storyline. The game is available on a range of platforms, including PC, PlayStation, and Saturn.



WHO NEEDS REALITY ANYWAY ?

Commuting sucks. But soon you won't have to go to work at all — in the brave new Croucherian world all you'll need is a bedsit, a bottle of vodka, a mangy cat for company and a computer terminal to interact with the universe outside. Mel Croucher looks at the telecommuters. Illustrations by Robin Evans.

If you had the choice, dear reader, which of these two ways would you prefer to go to work? Either—getting up on a cold dark dawn, tooting your breakfast apart, dragging into the office, shop or school car clogging-up lanes and freeways, trudging your nerves on rush-hour roads, and paying loads of cash for the privilege, or fully wakening your favourite itch, leaning out of bed and pressing a button?

Well, I've already made that choice, and I can assure you from the heart of my bottom that I don't regret it for a moment. It's a word that hasn't even got into the dictionaries yet, and before you start thinking obscenities that relate to telecommutes, and I'm here to tell you how to become one and put two fingers up at the Victorian concept of going to work. The answer, of course, is via your computer.

What's bad?

Commuting sucks, and things are set to get much, much worse. Queues and everyday man-ups are a result of urban planning, inadequate maintenance and pathetic investment.

After the Channel Tunnel opens, French express trains will zip along from Paris to the coast at 180mph, but when they get to Kent they will get 'at breakfast' car accidents and public anger at less than 180mph — because compared to the Europeans our rail system is an antiques.

There are over 20 million cars and two million goods vehicles ploughing around British roads, which are the most congested in Europe. Road traffic is increasing 10% a year, but new road building is minimal. In fact, during the year up to April 1 1986 not

a single inch of new motorway was opened.

So the prospect of avoiding travel can be very attractive to one half of a lot of people. Apart from saving all that wasted travel-time and avoiding the nervous breakdowns, heart attacks and traffic snash-ups, there are other major advantages in working from home and using the new technology.

Not only will you save the cost of getting in to work (about £2,500 a year if you go by train) but you can actually claim for using your own house as a work place.

And the taxman cuts the cost of

light, heat, telephone line and a whole host of expenses off your taxable income.

Now you use your saved commuting time to do as you like. But telecommuters spend more time with their families and friends, making the dog eat, and yours truly enjoys working better than sitting by the log fire at five pm, tapping out words on my laptop. 'Yes, that's exactly where I'm writing this' — ha!

Intelligent homes

Telecommuting will cause the next revolution in our way of life, according to the Hersey Centre thinktank. They



"Put two fingers up of the Victorian concept of work"



predict that almost half the workforce could be doing some telecommuting by 1995, and that many workers will physically have to work on only three days a week.

What's more, by 1995 one in 25 US homes will be "intelligent" (compared to one in ten in Japan) — and the technology for the intelligent house has been with us for some time (see **TELEPHONE HOUSE**, TQM8807).

The intelligent house is fed by fibre-optic cables, which are 30,000 times more powerful than the traditional phone line, and controlled by your home micro.

You can plug one end of a lot of options into the system, anything from communications lines for your telework to home help, that will take care of things while you're working. TV, video, phone, computer, gas, water and electricity meters,

numerical door locks, burglar and fire alarms connected to the emergency services, cookers, robots, callages, you name it.

Some banks are already offering free home terminals, and they will be joined by home shopping, remote health diagnosis and care, legal advice, libraries, tuition, loans, home education, in fact any service you can think of including 24-hour funeral parlours.

Some workers will never be able to telecommute. Heavy industry is an obvious example — you can't mine coal or build ships in your backseat. But Britain's heavy industries have been battered in the last few years and will continue to shrink as the world economy evolves and changes, so a higher and higher proportion of all workers will be involved with office jobs.

"The intelligent house is fed by fibre-optic cables which are 30,000 times more powerful than the traditional phone line"

The vast majority of office workers can work equally as well from home as from a remote location, using a micro, a phone and possibly a fax machine. Specialised services like handbaggers, music teachers and fast-food merchants can deliver to the door. And as for banks, building societies, gift-centres and all the other places where goods (clothes and more) get to have replaced contact with real people, who really *can't*?

But the Hestley Centre predicts that telecommuting will hurt some workers. Shops near railway stations will lose business. Supermarkets will be hit by home teleshopping, as will high street estate agents, travel agents, banks and all other businesses that will be gradually replaced by the interactive domestic screen.

CASE ■ HISTORIES

1: Knickers

My favorite wife thinks through a catalogue in order to display something from a pair of knickers is a trope that indirectly encompasses, I think, the way, like mine, like this article or Sunday evening mail orders a pair of shoes, a fancy pen and a microwave (not yet later as a present for her).

The goods arrive Monday afternoon. I leave the shirt, tuck it, make another phone call and a collection Tuesday in the weeks time, she will pay for the selected goods by credit card.

2: Lies

I write for a magazine (my name The Truth, edited, owned and administered to the splendid young chap—Stephen Caprin)—from his home, using one Apple Macintosh Plus and a laser printer.

As female telecommuters report our work-at-home once a month, and he produces a national glossy magazine in color, with a circulation of 25,000 and rising, single-handed.

(However, of course, in the other side of the coin, with massive production figures and everybody living together in a drug, rubber-lined loft on 5th Ave.)

3: Women in ropes

In 1982, a young man in Greenwich started a women's service from his home, using a rather expensive set of air tools, terminally connected to his residence.

Very slowly, he claims to have invented telecommuting, and today his company is international, a world network, with outlets like Lloyd's Bank and Mobil (at among the clients).

The practice is growing among business software houses—most programmers can keep their utility room of home and spend months at a time to headquarters when they're ready (which is usually late).

4: Rich

Robert Maxwell is often referred to as Cap'n Rich. This is because he telecommutes from his £12 million yacht daily (Maxwell, which is equipped with two direct-dial satellite communications systems providing phone, telex, fax, and full teleconferencing facilities).

The system only costs £7 a minute to run his company £25 a minute off peak value; I can barely be bothered to follow Cap'n Rich's example and not my affairs from the top of his high seas. The daily fee for his Fort Lauderdale Coast-Chance ferry isn't a bad idea.

Cap'n Rich owns the Daily Mirror.

5: French lessons

A lady, whom I have only ever met via a Paris-Marseille circuit, telecommutes with the working name of Marianne. She runs an electronic appointments system and charges direct-dial (not her client's) a credit card.

Her business benefits from the French government's provision of free Minitel terminals (about £100) to the population. Users only have to pay for the longest on time.

Marianne is a prostitute.

Dangerous risks

If you want to be a telecommuter, first, yourself into the future by analyzing the past. Having road-trips made fully obsolete, extinct, Motor cars smashed, blackboards, washing machines emptied the laundries, TV and record players dominated cinema theatres and disco-theatres.

Home micros are going to transform office and retail work just as soon as the capitalists wake up, and an entire chunk of the community is going to be unemployed. (Remember all the factory workers who are being cut on their ear after 20 years of loyal service, and collapse into bitterness or even worse, a sort of justified acceptance that at the age of 45 they will never work again—because of changing technology.)

Telecommuting carries some dangerous risks, such as home-based employees losing touch with their organizations, and damaging their career prospects in the process. They may also wind up on the streets, back-slapping and office politics which keep many workers on their guard.

There is also the danger of isolation, forgetting how to interact with 'real' people in a real-life situation. So a sort of self-discipline is required by all prospective telecommuters not to work too hard or too fast.

However, blessed moments that computer terminals have long been predicted by the science-fiction writers, but I can assure you that all

the telecommuters I know of are happy, lean and fit, with the positive exception of Cap'n Rich (see CASE HISTORIES).

Employers must act as obstacles to the telecommuter way of working, because they will be saving plenty on office rent, rates, heating, cleaning and all the rest, as well as being able to tap into the workforce anywhere in the country. They will have access to talents which have been locked away up to now, such as skilled women with young families, and disabled computer experts.

Computers will allow a home-based workforce in high unemployment areas to telecommute anywhere, and Norman Tebbit's cynical advice to get 'on your bike' can be changed to getting 'on your keyboard'.

Employees must recognize that there is an alternative to traditional ideas of going to work, and fight for their right to choose it.

As for me, well, when I resigned from my one and only unrelated real job many years ago, I was officially informed that it was modern world of such I am unemployed. I'll stick to that, which is exactly what I'm doing!

Uncle Mel just as wrapped up with teleworking that he began about his future on paper-lies. Fear not, next month I'll tell you the whole world truth, including (but only) that play *Boatman's* TUBS! Nothing but the complete and unabridged electronic truth.

"Home micros are going to transform work, but telecommuting will hurt some people"



ELIMINATOR

Anthony Browne

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CONFRONTATION: COIN-OP

With the arcade scene gearing up for 1989, Robin Hegg takes a look at *Cobra Command*, *The Deep* and the recent *Jamma* show in the Far East. This boy gets everywhere! With thanks to Bob Underhill of Joyland Distribution for the information on the Japan show.

SLOT NEWS TGM JAMMA SPECIAL

EFFECTIVELY the capital of the video game world, Tokyo was recently the venue for the **JAMMA JAPAN** Annual Assessment Machine Show, where all the major Japanese companies show their wares and give an indication of what's likely to come over to the UK next year.

Currently on a high with Operation Wolf and Continental Circus (both were present with a large number of PCBs, most of which are due over here in early 1989).

Chase/HQ is a car driving game in the mould of *Out Run* looks likely to do well. Set on the freeways near New York, as an undercover cop your job is to race down the freeways chasing criminals as they race past other road users. This one sounds like a sure thing and with increasingly difficult missions it's bound to do well in the UK arcades.

Sports simulation *Record Breakers* was on show to catch its eye in the continuing spate of sports games, along with an improved *Manager*. Lansing, entitled *Top Landing*. Quite why Tokyo was playing this commercial jet fight simulator is anyone's guess but it's an innovative game to play and features extremely good graphics.

Both *Dynatron* and *Thriller* are imminent. The former is a very pretty horizontally scrolling space shoot-'em-up with the main character being a golden samurai, while the latter takes us down the well trodden path of vertically scrolling space shoot-'em-up.

The *New Zealand Story* is an overwhelmingly cute coin-up with a low going about a cartoon like New Zealand taking the baddest engineering life share from a big bad sea. This is pure, simple fun but maybe too cute to make for a



successful game.

Sega looking anything substantial of late but good and bad products on offer, the good being *Flower Drill* - a shoot 'em up, basically *Out Run* with a different look and a number of different race tracks to choose from. The bad was a monster amusement machine called the *Sega Super Circuit*, a sort of massive *Skee-ball* with a track that very rarely gets on. Hooray! Here the players drive around the track using an infrared video camera to see where they're going. Undoubtedly fun to play around with, it would be just for too big and costly to be considered for installation in a UK arcade.

In a lesser category, *Sega* were showing *Scramble Sports*, a super smooth shoot-'em-up following on from *Scramble*. *Flaming Shot*, a vertical-screen tennis game, and a cute dual-player coin-op titled *Dynamite* where ducks run around inside a

waterloo city.

Konami were present with their follow-up to *MSX* *La Mère* called *Mad Chaser* (entering the UK next), a shoot 'em up going by the name of *Thundercross*. Also on display *The Final Round* is a boxing game set in real *Sega's Heavyweight Champ* with a variety of opponents, moves, and training sessions. Overall this was a disappointing turn-out for Konami who've evidently decided to stay with the pack rather than lead it.

SNK manufacturers of many a good combat game continue the trend with *P.O.W.*, an extremely good modern warfare coin-up and *Box Doubles*, a vertically scrolling shoot-'em-up with *Time Patrol*. *Time Soldiers* customers (and a personal favourite of mine, both are in the UK now, target out there and play them).

RAICHO - creators of some of the best coin-ups of recent times, had an outstanding paddle-style simulator in the *Thunder Blade* tradition called *Metal Attack*. With





weapons of destruction by player-wants to wipe him out. Extra weapons can be collected: doubling firepower, upgrading machine guns to lasers, equipping the chopper with missile launchers, and more. All fairly standard stuff but highly playable stuff at that. The difficulty level is set just right, giving the player the best few levels to play around with and then coming down hard with the appearance of

underground caverns and increasingly lethal monster craft at the end of the later levels.

In a lot of ways — particularly graphically *Cobra Command* is very similar to *P-51 Freedom Fighter* and has a certain amount of the Japanese coin-op's playability and appeal although, there is little to make it stand out from the crowd but it's a natural for conversion to home computers.



A look at our Cobra's well described this level old format

THE DEEP

Woodpecker

U-S-aid have grabbed the rights to this rather pleasant title (coin-op and) as such is fairly topical. Unfortunately, despite well above average graphics and simple playability this uninspiring depth-changer won't sell the world aight and it doesn't even feature Jacques Cousteau.

Set on the high seas, one or two patrol boats float along at the top of the horizontally scrolling screen. The boats are armed with depth charges for dropping on the aquatic wildlife and submarines in the depths far below. Moving for-

wards, Polar's missiles, mines, Stingray style weapons and other boat-sinking hazards make up the threats to avoid or destroy. Bonus capsules which float up to the surface boost the boat's speed, increase depth charge power, give the player temporary invulnerability and other normal features but of a marine vein. The depth charges take their time to float to their target so plan ahead using the map, submarines at different heights in the water pose further problems.

The Deep is pleasant for a couple of goes although its simplicity and repetitive gameplay soon takes away the enjoyment. This one will work better at home than it has done in the arcades.



A look at submarine this time, but where's Mr. Blunt?

similar armament to Sega's effort including an anti-aircraft gun and an air-ground missile and a laser controller instead of the Shuttle lever this is one superb looking coin-op. Namco's Grand Prix racing game *Final Lap*, announced in its 11 tested-together cabinets form has been converted into a dual upright version and has lost little in the transition. Namco also had on display the subtly named *Ordyne*, *Spacster* *House* and *Star Wars* *Kapow* who are now beginning to surge ahead in the field of PCB's reaffirmed their forward-looking position with new technology games on their CP systems. *Falcon* boasts outstanding graphics with a main character of stylized gynaecoid polygons who leaps, runs, and slides all over the place defeating

Astorian

Ordyne or *House*, the follow-up to *Ordyne* or *House* also looks extremely good and using the 26 inch monitors the game has graphics which push the boundaries of coin-op quality yet again forward. If this technology doesn't make its way to the UK arcade front it will be a very sad loss indeed.

Cobra East were present with *Robotop* which is currently looking very good indeed and is ready for launch before the end of the year together with the *Battle Ranger* coin-op. *Battle Ranger* (known as *Bloody Ruffin* in Japan) is a coin-op Namco-esque shooter with a fearsome array of weapons for one or two players to let rip.

COBRA COMMAND

Cobra East

While we're all waiting for *Robotop*, *Cobra East* certainly deserves with increasing fairly standard shoot-em-ups such as this, taking the theme of a horizontal shooter, *Cobra Command* sees the player as pilot of an attack helicopter firing on enemy air forces, armies and military bases. Tanks, jets, anti-aircraft guns, helicopters and other modern



ROB STEEL'S GETTING ADVENTUROUS

STEEL SHAVINGS

It'd be nice to thank all of you who have written to me recently. If I get just one more letter I'll ask the editor if I can print them back.

Any road, up less they say when trying not to use "anyway", who's got time to read letters when adventures are appearing on my desk by the closet full. I pleaded with the powers that be and they eventually allowed me to have these pages this month — wow!

Two Level Nine adventures come under my scrutiny, neither of which are particularly impressive — one fails of Sir Lancelot's exploits and the other doesn't. But to save the day Pygmalion has released *Citrona—Quest* a brilliant, soon-driven adventure through time.

LANCELOT

LEVEL NINE/MANDARIN

ARTHUR ST: CYRUS

Let's travel back to — Days of old, when knights were bold and dragons roamed the land. 'Twas in this time, verse needn't rhyme, so there were a lot of people able to make a living out of being poets and minstrels.

Until the last two releases, *Knights Of the Round Table*, receiving a Level Nine adventure had been a pleasure. Believing things could only get better, it was with concerned interest and crossed fingers that I loaded their new three-part game, *Lancelot*.

Having seen all the time, *The Secret of the Stone*, *Excalibur*, *Monty Python And The Holy Grail* and having visited Camelot on more than one occasion, I consider myself as knowledgeable about King Arthur and his comrades as the next man. I felt it unnecessary to read the "brief history" supplied with the game before playing — maybe later.

Once the familiar welcome information message scrolls out of sight, the opening line appears: "... you are ready to enter a forest named — NOT a good start for the team who usually play so much attention to detail.

It is on this forest road that you come across a bridge guarded by a particularly stubborn black knight. He refuses to let you pass unless you beat him in combat. You, being the valiant hero, soon show him who's boss and eventually accept his submission. He reveals himself to be not other

than King Arthur and invites you to his castle to meet on the morrow.

Fight knight

Getting to Camelot is fairly easy especially if you pause around. But knowing what to do once there is not so straight forward.

For Ray whom you meet at the castle's gate seems not to think much of your appearance as he points you in the direction of the forest — a little place (no name) is good enough when he considers your time should spend the night... at night.

However, if you take time to explore the surrounding area, you should find Merlin's cottage — a much more comfortable place to rest your weary/wise Othomson, re-emerge and the plot really starts to roll.

Wandering around Camelot can get tedious, even looking the odd peasant talk to make it more interesting. In fact inspiring *WOLFRAM* gives the response LANCELOT found within a moment!

Part 2 concerns your quest to basically interact with some few named Camelot inhabitants, find Logorix and how the nine captive knights.

The third part features your quest for the holy grail whilst you attempt to avoid sin and remain virtuous. Very difficult.

Lancelot allows you to run to places, see people and objects and get characters to undertake tasks for you. These so-called high level commands make part one absolutely easy to complete and most of part two a real reading exercise.

Graphics throughout are very well done. Perhaps the same attention to detail should have been paid to this plot.

The book the game is based on, *Le Morte D'Arthur* by Sir Thomas Malory would probably be more entertaining than playing Level Nine's adventure.

PAUL SCOTT

Playing *Lancelot* entitles you to enter the forests for the holy grail and possibly win £3,000. Thanks to Sir Marshall of



Arthur and Guinevere on the forest would you tell us how with *Lancelot* also's design screen

Completion. Chances for finding one the complete solution.

OTHER FORMATS

Landlord is also available for:
Atari ST and PC (219.95),
Spectrum 48/128 and
Amstrad CPC (149.95),
Commodore 64/128 (219.95),
Commodore 64/128 (219.95),
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**ATMOSPHERE 84%
INTERACTION 66%
OVERALL 66%**



"For the Knights of the Roundtable, we have a new title... 'Landlord' ends all war for good by becoming a legend." - Design team

INGRID'S BACK

Level Nine
AMIGA £79.95

Ingrid has returned from her forced holiday in the wilderness just in time. The dastardly Jasper Quickbuck, insider dealing lord of Ricley's manor, plots to steamroller the gnome-belt for yuppie housing. To the gnomes' horror, Ingrid Bottomlow seems their only hope. When innovative market forces meet the inextinguishable Ingrid, will humour be the only winner? - If Gnome Ranger is a sample of its wit, then I doubt it!



"An up, up Ingrid!" said Gnome as he dipped a piece of bread into his basin and drenched it with all over the basin. Or, but it's a point worth musing this morning.

Just then a loud rattling noise came from outside. The house trembled and Gnome's boiled egg rolled out of its Level 9 egg cup and smashed onto floor.

"To heck! That were that!" he exclaimed.
"Gnome a bit like a clownfish to me", commented Gnome. "Gnome, you just

Wandering around little. Meaning trying to get villagers to sign a petition is a little less than burning

Effective graphics do not make up for ineffective text and plot



to converse with east.
but none.

up, west east and west beside the west end of the Brighthelmeth Bridge, while the Ferry Cottage. Gnome could see Jasper Quickbuck and a Gnome. Ingrid, the gnome had collapsed in the middle. Since Jasper had collapsed, he had been able to see it. The road from the east ended here. In Gnome's village, Gnome had collapsed.

In Gnome's village, the Gnome had collapsed and shook his head. "Gnome's probably either a major problem in this village", he said dramatically. "Gnome moved from the west."

The first of the three parts involves Ingrid wandering around Little Ingrid trying to get her petition signed by the locals but forgetting the pet has been made up of corn. This may sound naive to those of us who have travelled through time, faced the dragon, fought and steamrollered with grates. But this is only because it is. Followed by Floppy, your faithful dog, you trapeze round the village riding in bushes, delivering gnomes, and musing mad gnomes. But one is boring and unfunny with everybody standing around looking pointed and scratching their heads. There was even a time when "Ingrid seemed to be puzzled by something Ingrid had said."

Part two concerns the defense of Gnomeland from. More exciting than part one, it has Ingrid outwitting the machine that is about to demolish the gnomes' belt. Judging from some of the phrases and people featured, one would think Level Nine are giving

for the days when they programmed the *Academy* adventures.

Daisy dotes

The first and final part is the best: ingrid introduces the main — with the help of cousin Daisy. It makes up for the poor start and mediocre middle bit.

Normally, for adventure, we're getting off to a flying start. Magnate's *Scrolls*'s

latest game, *Flight*, reviewed last issue, is a case in point. Perhaps authors no longer have the imagination to come up with delectable, scorable plots and have to rely on what they laughingly call humour to make up for poor storylines. It is sad that now we have the expertise to produce 'intelligent' interaction-parsers and high-standard graphics, the storylines are so dire. Imagine *Lord of the Rings* programmed by

OTHER FORMATS

Ingrid's Back is also available on Atari ST and PC at £19.95, Amstrad GPC, Spectrum 48/128 (cassette £14.95, disks £19.95) and Commodore 64/128 (cassette £19.95, disks £19.95).

Magnate's Scrolls or Lord of the Rings

I appreciate the technical side of *Ingrid's Back* but the characters and plot leave me cold — hopefully Lord of the Rings' next release, *Spook*, will be an improvement.

**ATMOSPHERE 56%
INTERACTION 76%
OVERALL 66%**

CHRONO-QUEST

Psychotic

ATARI ST: £29.95

The time: 1800 (that's the year not nearly half past seven). The place: your father's chateau. It is here that you hope to find his latest and greatest invention: a time machine.

The bad news is your father is dead, murdered, and you are the prime suspect. A letter left by your deceased dad leads you to think the real culprit was Richard, his less-than-ideal servant. Unfortunately, Dick the butler has escaped to the future using the time machine. You have to follow him and bring him back to face the justice he deserves... or take the rap yourself.

Your first task is to find the spare time machine, hidden behind the linen case in the basement.

Placed around the chateau are magnetic cards which, when inserted in the control panel of the machine, transport you to differing time periods. In each you should find a quarter of another magnetic card which pieces together to allow travel to the future, and Richard.

Quest for chronos

Icon-driven, instructions all-green using the mouse. The greater part of the screen is taken up with very attractive graphic representations of your immediate surroundings, with a small panel below for text messages. Atmospheric music plays continuously, accompanied by the occasional sound effect.

Chrono-Quest is fun to play. The puzzles are not too difficult and progress is easily made. However, it does get tougher as the first sections of the game should be used as a training ground for what is to come.

Using an adventure style similar to that of *Mindwarp's* *Shadowgate* and *Uninvited*, *Chrono-Quest* works very well. Mouse control, although not as flexible as text input, is fast and leaves little to misinterpretation.

Progress is better known for their arcade adventures, their high-games standard has to be reserved for this, their first step towards the future of adventure.

I look to the future for more.

OTHER FORMATS

Chrono-Quest is available now on the Amiga and a PC version should be released around Christmas — both for £29.95.

In your father's bedroom you come across a very handy rope and grappling hook — don't forget to look under the pillow though.

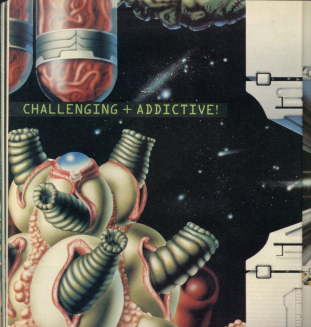


YOU FIND:
A GRAPPLING HOOK AND A ROPE



YOU FIND:
A BOTTLE
SOME WINE

The kitchen may look ordinary enough, but hidden somewhere is a safe containing a vital object.



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R-TYPE

'ST version looks identical to the arcade version

- C & VG November

'An absolute must for Spectrum-blasting fanatics

- C & VG November

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Commodore 64 screen shots shown



Spectrum screen shots shown



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The Games machine

REVIEWS

LEAD REVIEW

46 ■ POWERDRONE

Enter the twisting lanes of a sleek arena and kick-start your neon-toned Typhoon around into action for the classic race of the turn-of-the-century. Arts have produced a slick 3-D racing game that brings the 24th annual Powerdrone race to your screen in breath-taking style. Hold on to your seatbelts!



SPECTRUM		Atari ST	
Artura	71	Artura Service	76
Daley Thompson's Olympic Challenge	64	Arturo	75
Intensity	70	Around The World in 80 Days	44
Operation Wolf	66	Artura	71
Samurai	42	Cyberworld	64
Thyphoon	70	Driller	66
COMMODORE		Exotic	38
Around The World in Eighty Days	44		
Bubble Ghost	68		
Daley Thompson's Olympic Challenge	64		
Games - Summer Edition	77		
Operation Wolf	66		

AMSTRAD CPC		POW	
Cyberworld II	73	Revenge II	71
Daley Thompson's Olympic Challenge	64	Rocket Ranger	62
Operation Wolf	66	Ultima IV	40
AMIGA		PG	
Arturo	75	Bubble Ghost	68
Around The World in Eighty Days	44	Captain Blood	64
Daley Thompson's Olympic Challenge	64	Games - Summer Edition	77
Driller	66	Parasolman	68
Impossible Mission II	62	SEGA	
Musica	76	Kenseiden	51
Netherworld	38	Master of the Maze	72
		Thunder Blade	38



65 ■ PAC-MANIA

Pac is back! When the T&M team first saw this coin-op conversion, we marveled at its fantastic accuracy. Now, we just can't stop playing this addictive all-teasing, all-eating jaunt through 3-D maze worlds.

58 ■ OPERATION WOLF

The mechanical gun may be missing from Ocean's conversion of the smash-hit Tetris coin-op, but the toughness is still present and voracious. Machine-gun your way through hordes of blood-thirsty soldiers - but hey, let's be careful out there.

52 ■ ROCKET RANGER

The latest "computer movie" from Cinemasoft is their best yet. Snapping a jet pack to your back, take to the skies of the 1940's and defeat the foul fiend plan to dominate the world. Popcorn, anyone?



51 ■ KENSEIDEN

The creator of the latest crop of Sega games, our Ken's adventures take him across Japan (where else). Wielding his mighty weapon he battles demons, demons and more demons through temples of hell.

VERSION UPDATE

EXOLON

Review

Atari ST: £19.99

EXOLON was originally released five 8-bit machines before full-time came your way – in fact, before the existence of TQMJ – and can best be described as a problem solving shoot-'em-up (a bit like *Castle Raynor* mixed with an *Alien*).

You take on the role of EXOLON, a heavily armoured hummer who enjoys nothing better than a lot of shoot-'em-up machine. Your aim is to blast everything in your way out of existence, or horizontally scrolling action. Obstacles vary from flying planes to giant missile launchers. Each screen poses a new set of problems some of which can be overcome with weapons, others rely more on your character's agility.

You're equipped with a laser gun and grenade launcher. On certain screens additional body armour is collected to transform Exolon into the powerful Exolon. However, the projectile acceleration is a hindrance on some screens.

The Spectrum original was undoubtedly one of the best



Very smart graphics and tough gameplay combine to make a worthy companion

shoot-'em-up of 1987. Combining fantastic graphics and gameplay it really pushed its host machine to the limits. The ST version is not substantially different. The graphics are less impressive, indeed the main character has lost

some of his impact and strength slightly, but animation and background look good.

Progress is hard to achieve. The first level is near impossible at times and, while this does present a challenge, it ultimately results in

frustration. *Exolon* can only be recommended for expert shoot-'em-up players.

ATARI ST:
OVERALL 72%

VERSION UPDATE

Pogo area

NEBULUS

Review

Atari ST: £19.99

Amiga: £19.99

NEBULUS ALIENS get tired of marauding, flame jet war fighters down, build homes and have little plans. However, many have chosen to settle on the already crowded planet of Nebulus. They've built eight tower blocks (apart from the middle of the screen without even as much as applying for planning permission).

The Nebulus residents society isn't having any of this and five Pogos put down the multi-storey eye-soak. To do this the commanders to the top of the building to activate the destruct mechanisms, and down they come.

The most outstanding aspect of *Nebulus* is its addictive playability – featuring its complex rules or controls its immersion. Amiga and ST conversions are excellent games. Visually there is little difference between the two, while sound is largely limited to spot effects. The only difference is speed, with the Amiga being slightly faster.

Pogo takes some time to be attempted to reach the tower's pinnacle and topple it – Amiga version

Nebulus is one of those rare games which is not only original but also enjoyable. Don't miss it.

ATARI ST: OVERALL 89%
AMIGA: OVERALL 89%

COMMODORE 64/128:
TGM002 89%
SPECTRUM 48/128:
TGM002 87%



THE ROTOR VICTORY

THUNDER BLADE

Mastertronic

The Thunder Blade coin-op has been a prominent addition to arcades for some time now. This follow-up to *Afterburner* features a high bucket seat on which players perch precariously as they fight for their country's salvation – and draw attention to themselves.

Set in Central America, two great rebel forces launch an all-out attack on your country in a bid to overturn it. Time is running out and the rebels are close to victory. This desperate situation demands that the advanced attack helicopter, Thunder Blade, be brought into the fray – with you as pilot.

The cartridge is set into four stages, in different parts of the country, each stage having three sections. The first section, a cityscape, is a vertically scrolling shoot-'em-up with helicopters to shoot down and tanks to drop missiles on.

The second features the 3-D element as you fly through caverns avoiding enemy cars and destroy enemy tanks and vehicles.

The third section is set deep in the jungle and returns to vertically scrolling mode to confront the end-of-level enemy vehicle. Success brings the reward of further levels.

A young blade

The console game departs from the coin-op with freedom of movement restricted to flying down a solitary avenue between buildings, pillars of rock, jungles and oil tanks. A stage has also been lost and attack sequences changed, although the constant onslaught by the enemy ensures a fast pace. The vertically scrolling stages are not the most challenging, but the 3-D section is a killer. Bullets home in with unerring accuracy and the speed of the action really gets the adrenalin going, more so in the later stages where the rebels blow everything they've got at you.

Unlike the coin-op, your ship's height remains constant and the buildings below don't employ isometric graphics to create the sensation of height. Perhaps the immense Sega 3-D Glasses could have been utilised.

Thunder Blade will be a success not only thanks to its arcade roots but because playability and difficulty are pitched just right.

OTHER FORMATS

US Gold are to release computer versions in the very near future: Spectrum £49.99, Amstrad £6.99, Spectrum £12.99, Amstrad CPC and Commodore £49.99, Cassettes £3.99, Dosette £14.99, Atari ST £19.99 and Amiga £24.99.

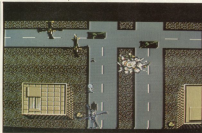
SEGA

Two Mega Cartridge: £34.95

Sporting an excellent spritz of the Blue Thunder look-a-like helicopter, Thunder Blade shows off the Sega's capabilities well. Graphic definition and use of colour is an improvement over previous Sega games – although still a little crude in the early stages. Like all good games, persistence and progression are rewarded with better graphics – which compare admirably with the coin-op.

OVERALL 75%

"The vertically scrolling stages are not the most challenging, but the 3-D section is a killer."



One of the vertically scrolling levels in Sega's (left) coin-op conversion

The cityscape, where unfortunately you are confined to blasting your way down the high street only – when the volume of traffic is least on a Saturday morning



ROLE BRITANNIA

ULTIMA IV

Origin Systems/Micrografx

The waiting is finally over – at least for now. Over the past two decades, the people of Britannia have faced the Tith of Evil, and, with bands of heroic warriors to help them, have survived.

Now that the Evil has gone, thoughts go to peace, personal betterment, and improving standards of life. The village of Rualia helps the lay in their peace – its eight Virtues – only obtainable through quest. Enlightenment can be found from the secrets held within the people and places of Britannia, though thus far only a few followers have discovered even a few of the Virtues.

Back to the present.... You discover a strange bar-taverning place in a field beyond your home. One of its waiters, a wizard, tells you a tale of

moral questions. As you answer those (in the game introductions, your starting Virtue levels are decided. You are then transported to the island of Sulara Tree, where your quest to achieve the eight Virtues begins.

You (and eventually your party) are shown as a figure on the map – which fills the majority of the game screen. Party members, assets (food and gold) and command area are shown on the right. Mouse control guides your party across the varied terrain.

Each – party member – has strength, clarity, intelligence,

experience and magic points, but most importantly, hit points which determine life span.

Talk a good fight

There are a total of 26 commands, accessed from a list via mouse or entered from the keyboard. In order to complete the game a complement of eight characters are needed. As well as recruiting members with you, this useful option can help you discover information, and reason with hostile monsters. Should it fail with the latter, attack may prove necessary.

In combat and built-up areas, the map is replaced by a closer view of the surrounding area, each character individually displayed. Combat alternates between party members, who direct their focus with a cursor, or perform other relevant actions.

20 varied spells – superbly detailed in a book supplied with

the packaging – can be cast with the necessary ingredients and magic points.

As the nature of your quest changes, combat does not play such a major part as it might in other RPG's. Beginning on your own, the two command should be used immediately, and magic speeds mounting to gain friends. Once its style is adjusted to, it works adequately, combining well with the combat system.

The vast playing area's features are detailed in *The History of Britannia*, a well-illustrated manual setting a high presentation standard similar to that of the program.

AMIGA £24.95

Before play begins, a character disk has to be created, a tedious process but necessary for the game's save option, vital for a game of this size. The simple graphics presentation sticks to the usual Ultima look, but could have been greatly improved, given the Amiga's capabilities. Sound is a single background tune, which soon grates on the ear – again, too literal a conversion from the PC original. However, playability matters most, and *Ultima IV* has none of this.

OVERALL 80%

OTHER FORMATS

A PC (£24.95) and C64 version (£19.95) are already available, released in 1990.

"Combat does not play such a major part as it might in other RPG's"



In the valley below you see what appears to be a fair. It seems strange that you came that way earlier and noticed nothing. As you walk this over, your feet carry you down toward the site.

The start of your quest: you see a stranger far near your home and can't resist a closer look

VERSION UPDATE

SALAMANDER

Imagine

Spectrum 48/128

Cassette £7.95

Diskette: £14.95

CAST as a joyride whirling here, it is your job to journey to hell and beyond; confront the huge brain which controls the Salamander's organic monsters of destruction, save the galaxy – and get home in time for tea.

Salamander alternates between horizontal and vertically scrolling levels, each further divided in different terrain types requiring various styles of play.

Bonus weapons are picked up when waves of aliens are annihilated. A guardian alien protects the

A tough game to play, Salamander could soon make it the winner of the classic shoot-'em-up.



entrance to the next level, the defeat of which is not easy.

The generalised of the spectrum game is faithful to the arcade original, but a few omissions detract from gameplay. For example, when your ship is destroyed, any additional weaponry is lost with no easy way to recover it.

Unlike the C64 version, this conversion is just too hard. The game is quite slow but the alien waves make it extremely difficult to complete a level.

Sound is limited to spot effects and graphics are largely monochrome. Although neither are serious drawbacks, Salamander would be more compelling if it were slightly easier.

SPECTRUM: OVERALL 52%

COMMODORE 64/128: TSMH 1 55%

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AND TO GUIDE YOU THROUGH IT HERE'S THE MAN WHO CAN...
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A Street idea and one that I can see being copied quite a lot... C & MG



ATARI ST
Epson 1000
AMIGA
Epson 1000
IBM PC,EGA, VGA
Epson 1000

100



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1. The following information is provided for the year ended 31 December 2010:

CLEVER DIC

HOSTAGES

Strategies

Terrorists have occupied the Embassy STOP. Occupants taken hostage STOP. Terrorist demands unacceptable STOP. Recapture Embassy and rescue hostages STOP. Terrorists armed and dangerous STOP. Good luck STOP.

Hostages opens with the terrorists storming the Embassy and taking the diplomatic hostages. A difficult mission follows, where selection of commandos and mission type determines the number of terrorists and their powers of surviving.

Your rescue mission is accomplished with three marksmen and three members of the Direct Intervention Combat team (DIC). The game is split into four distinct sections.

Your first task is to position marksmen around the embassy to provide covering fire for the DIC. A map shows places where your men may provide optimum cover. They run through the surrounding streets dodging terrorist search lights and bullets while ducking and going in and out of buildings. Once the marksmen have been deployed it's time to call in the DIC.

The DIC are deposited on the roof of the building by helicopter. They enter the embassy by shooting down its sides and through one of the many windows. This requires precision — one small error results in your man plummeting to his death.

We're abseiling

Abseiling into a room full of terrorists is not a healthy pastime;

guish between the silhouettes of terrorists, hostages or even members of the DIC. Marksmen should be used with care.

The first stage is best, it features a change in perspective style. The other sections of Hostages are presented in the third person while in the final stage you view the game through the eyes of a DIC member. You search the corridors

and listen—deaths don't go down well with the needs of cinematic intensity.

Hostages looks very much like a re-arrangement of the GDI, set on the Iranian embassy. The scenarios and presentation have more than a passing resemblance to the events of May 1980. But the often does present the best game scenarios.



An extraordinarily peaceful scene from Hostages, helping the police to follow

streets where your marksmen could in. Terrorists systematically patrol the interior of the embassy checking for intruders. Using the telescopic sight on your rifle, you can take out any enemy stupid enough to dally in front of a window. Unfortunately it is impossible to distin-

guish between the silhouettes of terrorists and hostages. On locating an enemy, it's best shoot from the hip stuff. If you're picked on the trigger lives to fight another day. However, some caution must be exercised as terrorists often drag hostages around with them,

ATARI ST \$24.95

The action in Hostages really gets the adrenaline pumping. Graphics and sound are used effectively to create a gripping atmosphere.

The graphic sequences between stages are nice to look at but become tiresome when the novelty value wears off. What Hostages does have is gameplay in abundance. Unfortunately, since the mission has been completed there is little incentive to try it again at a more difficult level.

OVERALL 77%

OTHER FORMATS

Amiga and PC (\$24.95) to be released during the first week of November



On your marksmen, get shot, the line of your man clearing a path for entry to the Embassy

"Whoever is quickest on the trigger lives to fight another day"

SIR! COME NAVIGATE

AROUND THE WORLD IN 80 DAYS

Pandora

In today's world of soaring house prices and huge tabloid blingo prizes, £20,000 may not seem much. But in 1872 (and to a certain Mr Phileas Fogg) it is an extraordinary amount of money. It represents all that he owns, and all that he may now lose in a spur-of-the-moment bet.

Fogg was almost thought an unusual gentleman by his fellow members of the Reform Club, and one seemingly ordinary evening, he proved it. He claimed that he could circumnavigate the world in 80 days. Those present found this quite amusing, but Phileas put his money where his big mouth was and bet £20,000 that he, aided by his butler, Passepartout, could do it.

Control is based around a map of the world, with your current position shown by a flashing marker. A calendar, starting on 1 October 1789, helps you gauge your progress, which can be aided by the British option. Here, you can offer a fraction of your £20,000 to the driver of the current mode of transport in order to make him go faster. Money spent here can be regained by gambling in Card games. In multiples of one, cash can also be won in a series of six cards, as outlined on the board, whatever you think this next card will be higher or lower in value than the preceding one.

The arcade sequences are set in four countries along your route. They may be tackled directly (but you might not make the deadline)

or avoided. You steer Phileas left and right as the boss man in the formation of a human centred American map through the air to hopefully land in the correct position, but charge £1000 for each attempt. If the structure is

for a bank robber and thrown in jail, can he escape the dungeons, dodging creepy creatures, and reach the club before the 80 days are up? Do we dare?

Around the World in 80 Days tries to mix arcade and simple strategy elements, rolled up in an original scenario. Unfortunately, it fails to create anything of interest. The high-tech card game requires minimum intelligence (and maximum luck) and battles are just a matter of how much you think you can afford. The arcade stages are simply implemented and offer poor control systems and responses.

Around The World in 80 Days the game, is actually more boring than the book.



Looks good but plays badly, in this case we think Phileas Fogg should have stayed at home - BT review

plentiful supply of space to defend himself, although he is restricted by a time and energy limit. The exit is through a strange temple inhabited by animated statues, snakes and vult.

formed within the time limit, Fogg is given their best.

America: Fogg has been taken prisoner by Indians and Passepartout dodges snakes and evades a machine man's ran-

ATARI ST £19.95

Occupying three disks, it makes an wonder where all the space went. Simply, yet effectively drawn, the map options generate enthusiasm for what turn out to be weak arcade sections. A creatively designed animated multi-armed main sports moves across simple backdrops to form insight action with thin sound effects.

OVERALL 40%

COMMODORE 64/128 MACHINE

Cassette only: £5.95

This is the only version which features the extraordinary 'short bar' mentioned in the instructions. This good sign leads into the most playable version, whose graphics fit the Old style. Unusual sound effects don't hinder the faster-paced action which offers some challenges.

OVERALL 45%



Higher highest Play your cards right and you could top up your travelling expense account - D4 review

or played in the sequence your journey takes.

The first part of call is India. Passepartout explores the jungle, and is attacked by natives and giant tigers. Luckily, he has a

Not in this game you don't

In Japan, the duo need a boat to reach America and so accept a challenge from a band of travelling

dance to escape the infernal wrath and rescue his master. The journey is continued by a stage riding arcade sequence.

Back in England, success is delayed by Fogg being mistaken



Is that Froggy on the horizon? No, it's this screen's Passengerport searching the jungle to find his master - Amiga screen

AMIGA £19.95

This has been 'improved' with sampled sound effects which are largely inappropriate to the action - a first crossbow bolt sound when a spear is thrown, for example. Sprites are slightly enlarged and smoother in movement but nothing is equally horrendous.

OVERALL 42%

OTHER FORMATS

A PC version is imminent, the price is to be finalised

"The arcade stages are simply implemented and utilise poor control systems and response."

VERSION UPDATE

NETHERWORLD

Person

Atari ST: £19.99

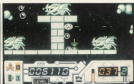
Amiga: £19.99

THAAPPED In Netherworld, your salvation lies in the form of diamonds which can buy you a pair of horns. Spread through 12 levels, a set amount is collected within a time limit to access the next level. Precious extra seconds can be gained by collecting 'horns'.

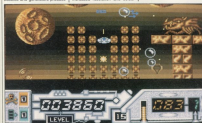
Demons spit out poisonous bubbles and generators produce

various creatures, all of whom seek early your shield in contact. When shot, enemies often leave behind floating icons, which can give the ability to smash blocks of scenery, kill demons, increase ship speed, bonus points, or give a recovery effect.

Both 16-bit versions have the same look, featuring an attractive metallic status panel whose screen continues on your ship. The increased resolution and colour



Archaically searching the Nether regions - ST screen



More diamond hunting on level five of Netherworld - Amiga screen

capabilities available have been used to slight effect, the largely grainy landscape only a minor improvement over the clumsily drawn D44 version.

Control response is over-sensitive on the Amiga, making the craft tricky to manoeuvre at first, whilst ST movement is less lively.

The fast frantic action provides addictive fun, and lasting interest is added by the ability to start on levels five or nine (once they have been reached) by working through the stages.

The feeble sounds used on the ST rendition of the theme act of a similar standard to the old-fashioned in-game effects. The atmospheric samples on the Amiga are some consolation to the bland death-march interpretation of the original.

**ATARI ST: OVERALL 74%
AMIGA: OVERALL 75%**

**COMMODORE 64/128:
TOMATO 76%**

TYRELESS RACERS

POWERDROME

Electronic Arts

Take a futuristic Ben Hur, replace chariots with spacecraft, add the best elements of Electronic Arts' previous racing game *Penari Formula One*, throw in five mean racers and you've got *Powerdrome*, written by newcomer **Michael Powell**. Let's go trackside...

"Welcome viewers to what must be the 100th anniversary race of the century here at the Apollo 21 track on the Dolphin world of Voyager. I'm Dickstein Yates and you privileged humans, aliens and single-cell lifeforms watching all such ads and experience the best/most exciting of the *Powerdrome* 100th!

For those of you who're just

come back from a tour of the Outer Space/Am, here's a spoiler-free-down of what *Powerdrome* is all about.

Powerdrome brings together five hot-shot contestants from across the galaxy for a season of races on five alien worlds. Each track has its own unique layout, with fanpans, berms, tunnels and corridors, death-defying down-wind-grinding passageways, crushed lead cars and more twists and turns than a *Jeopardy* Two-Header *Patmosis*! The objective is to stay alive long enough to win!

Prestige, glamour and the Cybernauts Trophy are the incentives to become prince of the Penari empire. The honour is not in taking part, but in winning!

I'm being told by my colleague that the Typhoon racers have completed their practice and qualification runs to determine start positions and the 50 lap race is about to begin... Over to you at the trackside, *Lamparts Area*!"

"Thank you Lord. The starting lights are on and you can feel the tension in the racers' suits to go..."

They're off. Correction, Number 4 isn't. It seems that not only was he slow in starting his craft but that he's chosen the wrong type of filter for his engine! A Typhoon without the correct filter for the atmosphere isn't going to go very fast. Number 4 has effectively blown his chance of



Going underground in one of the many twisting courses



Bombast-churning across anything but as you race for wins in *Powerdrome*

winning! Maybe he should try a Sulphur Atmosphere Filter next time!

As we follow the real round via the Head Camera, we see Number 1 (zooming to first place. Having won three out of the past four races he's well on his way to getting his tentacles on that golden trophy!

Number 1 is slowly catching up on the leader with Number 2 in third place, but disaster has befallen Number 5, he's all over the place! He bounced off the sides of the stadium, mis-timed the vertical slide into the tunnels, rammed the ground in the process, and then collided with Number 4! The resulting mess is a craft with both wings damaged and a smashed nosecone, which is impaled on the pits and grounds! Typoon repaired soonie is going to be in big trouble wrestling with these unstable comets!

Halfway through the race and Number 1 is failing to relax, that Silver Moon Premium combination engine of his sure looks quizzical! Fuel Number 2, with his Boundary Special engine, is doing fine but hanging on. Number 3 looks to be in trouble! Yes, he's out of it as well! Number 2 starts to slide on the afterburner while going down the straight and mis-judged the overtake in speed. He's in the floor and down to both engines! Looks like he'll have to request a rescue craft to tow him back to the pit!

Lapping it up

Oh, it looks like there's a storm brewing. Time for everybody to change to Particle Filters if they don't want Filter Malfunction.

Number 1 is back in the race again only seconds behind Number 3 and with just five laps to go things are really beginning to move. While Number 1 was in the pits he customized his track and

has now gone for a large accident, giving him rapid jitters movement coupled with large speed losses. The latter change allows him to do those spectacular hard-brake turns you're seeing right now!

With less than two laps to go, it's a two craft race. Number 2 is still hanging on in front with Number 1 breathing down his neck. Whipped! Number 1 really didn't make it then, missing that last bridge overhanging the incinerator. Now isn't the time for either race to start making mistakes!

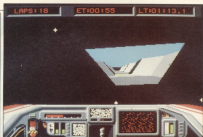
Flying passed through the tunnels they're now into the home stretch, both craft pass through the final set of before-inches and it's going to be very, very close. They're neck and neck and... Number 3 is out of the race! He

tried to go for a final afterburner burst across the finishing line and caused both engines to overheat! The craft is falling to the back floor in a smouldering heap, a nose away from the finishing line.

Number 1 claims the trophy! Congratulations to Number 1 on victory in the Powerdrone XXXI for Number 1 from the old world of Tantal! What a race! Back to you in the cockpit Cori!

Thanks! Last! Well that was the closest race I've seen in a million! (But as we leave Number 1 race to finish his lap of honour, don't forget the XXXI Powerdrone Races next season brought to you by us, Broadcasting, galaxy-wide, and Headlines Ads. Be there!

And now a word from our sponsor...



Approaching the pits for some fuelled repairs

ATARI ST ENJOY

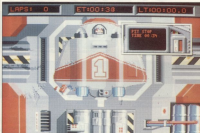
Powerdrone is Tantal game for those of you with racing spirit. At its simplest level roaring around devilishly designed tracks is immensely entertaining, the four other superbly skilled racers for a head with another ST and the proper connection leads you into going over faster and taking greater risks. The Formula One style of modification screen really opens the game up, providing scope for strategy and tactics. Screen updates is phenomenal, beating everything yet seen for smoothness and speed. The sensation of flight leaves your stomach in mid-air, and because of this, the Typoon is tricky to fly at first. Like the best of games it takes time to learn its subtleties and idiosyncrasies. Only when flying the Typoon is measured does the real challenge of racing to win begin.

OVERALL 93%.

OTHER FORMATS

The Amiga Powerdrone race season begins early next year. Tantal will be \$24.95. PC owners can also expect 15+ hours' race seasonable fun next year, although no release date has been set.

"At its simplest level roaring around devilishly designed tracks is immensely entertaining"



This may be the pits - but the game certainly isn't!

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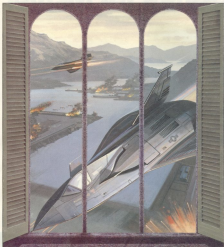
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ANOTHER PRICK IN THE WARLOCKS

KENSEIDEN

Masterbook

16th Century Japan is not the safest of places. Evil warlocks have stolen your family's prized possessions - the Sword of the Dragon King and the Secret Scrolls. You (Hayato) vow to restore your family's name and rid the land of the warlocks' tyranny. A plausible enough reason for a 16-level horizontally scrolling feast of mass-murder.

The action begins on an island off the Japanese mainland - far from the final destination, the Warlocks Castle. Hayato, risen from a newborn in hand, starts his quest in a dark forest, fending off skeletons, very skulls and leaping lizards. Enemies are excessively vicious, constantly harming it, draining energy from one of your three lives on contact. Picking up extra scrolls gives you the ability to cause extreme damage to opponents - although a life lost also costs extra weapons. A continuous play option is available, but only when sufficient levels have been

completed.

On picking your way to the end of a level, the final screen is displayed from which your route to the castle may be chosen. Hidden away in one of the provinces is a training centre where you may hone your fighting skills (go, learn to find it).

Further regions feature castles, temples, palaces and chains spinning bridges.

Energy for life

Seven large, powerful and evil warlocks are to be found in the end



One of the evil warlocks stealing the shape and of Hayato's sword

of selected levels, each with their own style of attack and method of bringing about your swift demise. Finally a warlock reveals a secret tunnel which enables you with an extra ability, giving you a better chance of surviving to face Yomotsu, the master warlock.

Although just a derivative of many other 'hack-'n'-slay' games, Kenseiden is so much better than the rest due to the simple but

highly playable action and superb presentation. And the use of an energy level for each of Hayato's lives gives you more of a fighting chance. Kenseiden is a fine example of console software which gives computer games a run for their money. An immensely playable game together with quality graphics and presentation which pushes the Sega to new levels of entertainment.

SEGA

Two Mega Cartridge: £24.95

Graphically extremely good, Kenseiden uses big, colourful, detailed sprites that look of Japanese origin. Although there is repetition in the backgrounds from time to time, the overall quality is high. Enemies are varied, well defined and among the best we've seen on the Sega to date. The warlocks in particular wouldn't look out of place in a cartoon.

OVERALL 86%

"Although just a derivative of many other 'hack-'n'-slay' games, Kenseiden is so much better than the rest"

A REAL ESTATE TO GET INTO

MONOPOLY

Masterbook

Monopoly is all about buying property. Two or more players purchase squares on the board relating to houses, hotels and estates. Participants landing on locations owned by another player have to pay rent - selling their own property if they don't have the cash.

Coins and currency note squares add a random element with fines to be paid, windfalls to receive and jail sentences to endure, and all in the name of Fleet Estate. The winner is the person with the most money and property - the monopoly!

Most critics ignoring up the Sega game include graphics, which most of houses being built, player's tokens going to jail and moving round the board.

Up to ten players can take part, any of which can be a computer opponent playing at one of three skill levels. A time limit can be set and games stored for later play.

Apart from these options, play follows the board game's rules.

Sega Monopoly is a welcome addition to the console's software range and should please those into the board game.

SEGA

Mega Cartridge: £19.95

The board is basic, when you consider the Sega's capabilities, and the graphics of the stationary playing pieces are disappointingly small. The graphics, which are attractive, with good definition and use of colour, but no more than average in comparison with Thunder Blade or Asterix. Fortunately the feel of the board game remains.

OVERALL 84%

READING RAILROAD									
PRICE	200								
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2 RAILROADS	50								
3 RAILROADS	100								
4 RAILROADS	200								

Looking very much like the board game, the Sega version of this classic has all the bells and whistles of its namesake

"Play follows the board game's rules."

DEAD ZEPPELIN

ROCKET RANGER

Chris Ware

It is a dark time for the Allies, and it's not solely due to the blackouts. National Socialism is sweeping across Europe with nothing to check its progress. The Nazi Zeppelin fleet is evoking havoc in the major cities of the world. Powered by lunarium, the Zeppelins seem invincible. But there's a light at the end of the tunnel, hope for those who fight for freedom—only you in the guise of your alter ego, Rocket Ranger (Tom to your friends), can save the day and restore truth, justice and the American way. Pass the apple pie Ma, we're on a mission from Uncle Sam.

Lunarium is the source of the power. Half production and the Allies will gain sufficient time to marshal their forces and overthrow the Nazi regime. Lunarium is only found on the Moon. As Rocket Ranger has to do is build a rocket, fly to the Moon and destroy the Nazi mining operation.

This is no easy task. However, building a rocket isn't it, all the necessary parts are located at various Nazi-guarded factories around the world. Pieces of steel are needed to halt the Iron fist.

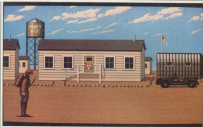
Rocket Ranger looks daunting from the outset. As well as the main scenario there are several sub games to be completed. All of which contribute in some way to achieving your main objective.

Played with a joystick, interaction with other characters is achieved using a window pointer



Is it a bird? Is it a plane? No it's some idiot with a rocket pack on his back—obsessed jet enthusiast





Ready for take-off: Hot-dive hero, Rocket Ranger, prepares to fly in the face of danger



Fort Dix, American HQ for Rocket Ranger's exploits and initial supplier of his munitions

system — no complex controls for this Building Hero's victory about.

Minion spies

Lunarium is the key to victory. At the start of the game, your American

HQ, Fort Dix, possesses 500 units, in addition to the \$50 already in your rocket pack. You stroll around the world using your rocket pack — this consumes Lunarium, the further you travel the more

Lunarium required. And to sap it all when you've finally built your rocket ship a further 500 units is needed to get it to the Moon. Lunarium is in short supply on Earth, so minis have to be used with care. Pointless journeys will make the final victory that much more certain.

Fortunately, you have spies on your side. When one successfully infiltrates a country they relay information on Nazi movements or buildings in that area. Spies can also organize resistance. Once a resistance movement has been set up, Nazi progress in that country will be halved for a while, buying Rocket Ranger more time. Nazi tank cards on Nazi bases may also play a role. Lunarium, but Spies always run the risk of being discovered and shot.

Rocket Ranger has a time limit, represented by a Nazi Lunarium burning efficiency rating. As this rises the Nazis become more efficient at mining and their quest for world domination accelerates. Hiding key Nazi installations helps progress for a while but there's never any time to sit back and relax either. So power up and push off, the freedom of the world is in your hands.

AMIGA

£24.99

Excellent graphics, breath-taking sound effects and snappy speech. No one seems to particularly complain but Rocket Ranger is deep enough to consume hours of play. Give yourself a treat and buy it.

OVERALL 90%

OTHER FORMATS

Commodore 64 and Atari ST versions are due for release over the Christmas/New Year period. Priced £14.99 and £24.99 respectively.



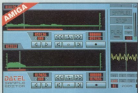
Rocket Ranger in dire straights playing head/gutter? sends out an SOS from his arse rocket



Our roost crawling is not above our hero as he indulges in Reddell's with the Kewits

"Interaction with other characters is achieved using a window pointer system — no complex controls for this budding hero to worry about"

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LEAN MEAN FIGHTING PERSON

POW

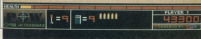
The lightgun — a peripheral allowing you to shoot enemies on-screen from a distance — is a device usually reserved for games consoles. Now little-known software house Addictware, supposedly sporting 'The Ultimate Action Adventures', have such a gun for the Amiga. When it becomes available it may add some atmosphere to the trigger-happy action of POW.

Many American soldiers have been killed in the field of action, dying heroically for their motherland. Others were captured by the enemy — made Prisoners Of War. Years after the conflict, the American POWs are still there, held against their will, and the enemy refuse to listen to political reasoning. The soldiers cannot be set free by peaceful means, so an aggressive solution has been initiated.

A crack commando, trained at boot camp, is sent to fight his way through enemy territory, using an M14 machine-gun and a supply of rockets. Through target and enemy instructions, the commando camp is the ultimate aim, where six Americans are waiting to be rescued.

You begin at boot camp, presented with a first-person view of a shooting range. A supply of four clips of 20 bullets, armed with a crosshair sight, are yours to shoot down targets as they slide on-screen. When the clip is empty, a tank is destroyed — Mission, Sergeant or General — and this determines the difficulty of the mission and the number of routes available.

Impressive backdrops and fast, blood-thirsty, fast action should make for a brilliant game — if you do.



ers, who perform air-guitar-like by their gunfire. Claps and sing-alongs run by but lose the player points if killed.

The game screen is effectively the player's body at which the enemy shoot. Any hit sustained naturally decreases your health. Fortunately it can be replenished by shooting medical packs — dropped by parachute — before they sink into the ground. Ammunition is also dropped by the friendly aircraft and is stored collected to

a vehicle. If out of this powerful weaponry, they can be taken out with repeated machine-gun fire.

This type of game is designed to bring out the aggressive nature in people, it particularly does, especially when combined with sampled screams. POW has a Ramco-like plot (the packaging shows a last-alive character) and successfully portrays a single man fighting against a whole army. This is undeniably enjoyable but offers dubious lasting interest.



Shoot everything in sight, but don't shoot the innocent!

Don't push me!

Floundering in the jungle, the screen scrolls slowly for the night as enemy soldiers leap out from the undergrowth. They are backed-up by resistant commanders, and trig-

gers restore your full quota of rifle clips.

All the stages are treacherous, laden, hellish traps and sub-weapons are faced. These can easily be destroyed with a rocket, automatically launched when firing on such

AMIGA £29.95

While action is portrayed in a fairly and colourful way, the Amiga's power is not used. The scrolling battles as enemies slide on-screen, the plain figures are ill proportioned and strangely formed, while the neatly defined background graphics are frequently repeated. Sampled sound effects are acceptable, with the addition of screaming dogs and strange human cries. At 40kbit/s, the lightgun will not improve an already overpriced game.

OVERALL 65%.

OTHER FORMATS

None planned at present.

"Successfully portrays a single man fighting against a whole army"

DIE WOLF

OPERATION WOLF

Score

Hostages have been taken by a military force and are held in a prison camp deep in enemy territory. A lone soldier is needed to fight his way through to the camp, locate the hostages and get them out. Codename Wolf, the operation requires you, an elite warrior, for the job.

Taking place over six regions, Operation Wolf is seen through the eyes of the soldier. It takes you from the coasting level of the communication set-up, through jungles, villages, the enemy's ammunition dump and on to the prison

camp before the final escape.

With six areas to fight through and a victory determined to make this mission your last, your finger finger, won't stay idle. Enemies come in the form of infantry and mechanized vehicles. Foot sol-



The village. If you get through your wounds will be healed (limited screen)

diers can inter-view living rifles, pistols, and machineguns. Commandos throw grenades and knives and paratroopers descend from above - blasting as they drop. Backing up the grunts are helicopters, armoured cars and jeeps, all of which are destroyed with explosives as well as placed grenades or expensive use of bullets.

Hits taken increase your damage level which, when at maximum, results in your death. Shooting enemy forces partially restores damage, however, all wounds are healed when the village level is completed.

In the field of battle innocent civilians are randomly visible into view. While idle, the bystander's reaction is without fear, your damage level taking if any "look, I'm" deaths occur. Although a mil-

itance, they do force you to aim carefully and save ammunition.

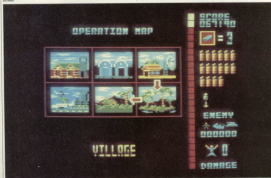
Running out of bullets is not recommended, fortunately grenades and magazines can be shot to gain extra supplies, and should you hit the correct icon, a super-machine gun is yours with which to increase your murderous mayhem.

Uzi gonna shoot now?

The onslaught continues, soldiers wearing bullet-proof clothes lead their way to later sections as you move ever nearer their camp. Once there it doesn't get any easier, the enemy fight back with increased ferocity making it difficult to protect the five hostages as they hobble towards the



If it's hell in the enemy armed camp, that's the beginning to the final escape - Die screen





If host soldiers were not enough to control ally, look at some of the hardware they throw at you - Atari screen

prisoners. Shooting the hostages is detrimental to finishing the game!

Once out of camp, it's a mad

dash to the airport where a helicopter transport will wait to get you to freedom. You're still not in the clear though, enemy soldiers

throw everything they've got at you in a last bid to thwart your rescue mission. Now it is good time to use up the last of your ammunition in a final massacre attempt - after all you're not going to come back in a hurry.

The appeal of the coin-up stems from the US machine-gun hardware - difficult to replicate on home computers. Fortunately, Ocean's replicating of the gun with its on-screen, gun-sight doesn't detract from the flow and appeal of the game. The non-stop action and over-the-top violence of the arcade original is replicated to a high degree across all 8-bit formats.

OTHER FORMATS

Operation Wolf is planned for 78-88 before Christmas. Atari ST, Amiga and PC (\$19.95), all of which use graphics direct from the arcade machine.

Inevitably multi-players has had to be put into effect. On the Spectrum 48K and Amstrad 68K versions each level is loaded individually, the 100% Spectrumspecialist and Commodore 64/128 versions feature the complete game in a single load. Either way the resulting game is one which fans of the coin-up will love and newcomers will learn to love.

Undoubtedly Ocean's strongest arcade conversion into the Christmas, the Yates coin-up has had phenomenal success worldwide. Although just an extension of the old shooting gallery theme, the fast 120-style gun battle (into the cabinet holes) some beating when it comes to hardware add-ons.

SPECTRUM 48/128

Cassette: £5.95

Diskette: £14.95

An army of large, bold characters rampage through the levels with as much detail as the arcade original. Although things become confusing when the screen gets crowded, instant action inevitably wins some of their detail. However, the sheer speed and ferocity of the action overrules any minor problems to be found in this excellent coin-up conversion.

OVERALL 87%

AMSTRAD CPC

Cassette: £5.95

Diskette: £14.95

The best of the 8-bit versions with not only the pace of the coin-up but the violence to match. Operation Wolf shows off to perfection the Amstrad's ability to combine high levels of detail with extensive colours. Together with a changing style of play on each screen this version looks, plays and basically is extremely good.

OVERALL 89%



Clearly this gun's not as mean as the looks, weaker fire! - Spectrum screen

COMMODORE 64/128

Cassette: £5.95

Diskette: £14.95

Suffering a slight loss in graphic definition and quality, this version nevertheless works well to recreate the style and presence of the Yates arcade machine. Although in places featuring lower-than-average animation and with certain sprites differing from the coin-up and others omitted, it remains demanding and highly playable. Unfortunately pixel perfect use of the gun-sight is required, and fire laid with a mouse ball using a joystick makes it an exceedingly tough game.

OVERALL 79%

"The non-stop action and over-the-top violence of the arcade original is replicated to a high degree across all 8-bit formats."



SEASONED SOLDIER SEASON

VETERAN

Software Marketing Limited

Aimed to the teeth with bullets and rockets, you, a lone, crack commando, are sent to do battle with waves of enemy soldiers attempting to create visceral mischief.

Your adversaries do everything in their power to help you reach that great battlefield in the sky: late grenades and rattle-off rounds of bullets—they aim to kill. Fortunate your chances of dying, tanks and helicopters join the fray and a crucial Frenchman (is there any other sort?) judiciously pops up right in front of you and attempts to take you out with his revolver.

Using the mouse, you aim your

TIPS TO HELP YOU SLAUGHTER THE SNAIL-EATERS:

10Conserve your bullets. Aimed-care can be taken out with bullets, but it takes quite a few and it's far wiser to stick to rockets.

11Finish your rockets. Make sure you've got enough for the next level.

12Helicopters take two rockets to bring down, but you can always shoot the pilot—a steady aim is needed here. Shooting the fuselage is a waste of time.

13Don't waste your time or ammo on the slow soldier—he'll get down with a quick burst, leaving you free to concentrate on the back-ground sprites.

and often machines are you have access to.

Getting through these levels, your ultimate objective is to find the enemy HQ and destroy it. Soldiers don't get a lot tougher, but tanks do. On levels two and three they produce some heavy combatant, and never miss!

What really makes this game is the superb digitized sounds of machine-gun fire and rockets, together with the music, permitting a sense of the enemy as you cut 'em down.

gameplay of certain moments. You can, for instance, be forgiven for thinking that you've run out of bullets because you can't no longer hear your gun!

Veteran caused a slight difference of opinion at TGS centre. Some of the team had the authority to say that the gameplay seemed familiar. It is crude, slow, has little variation, but it's undeniably addictive. And what other game lets you get down with the French in such a satisfyingly graphic manner?



If you hate the French, Veteran is the game for you

crosshair and fire. Additional ammunition picked up by shooting some lying on the ground. Before you start you have a choice of gun to use. Each has its own characteristics, and equipment such as choosing a gun which has increased hit-power (but faster ammo-consumption have to be thought about, adding an element of strategy).

An enemy bar at the side of the battle screen tells you how much damage the enemy have inflicted,

It shouldn't happen to a veteran

The sprite collision detection, however, isn't so to be desired. It is possible to blow up the mad Frenchman standing mere feet away from you and it's the same fatal blow but a few half a mile away.

The limitations of the TGS sound chip mean it cannot handle too many simultaneous sounds, which leads to strangely disconnected

ARMED BY 814.95

Use of the mouse to fire and launch rockets works very well. Sprites are very slow moving and not difficult to miss, so the only real task is picking up ammunition at strategically important moments. Repeated backdrops and lack of scrolling gives the impression that the whole thing was hastily put together. However, sound is excellent with explosions, bullets, and perfect French speech all adding to the addictive and totally proper atmosphere of Anglo-French battle. This is one to enjoy if feel like some light snail action, especially for the reasonable price.

OVERALL 50%

OTHER FORMATS

None planned

"It is crude, slow, has little variation, but it's undeniably addictive."



If you think this picture is blood-curdling, you should have seen screen!

FIRST
THERE WAS
**STAR
WARS**
THEN



NOW
DOMARK
BRINGS YOU....

STAR WARS RETURN

The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie. Three great levels of gameplay. . .

In the first level you are Princess Leia on her Speederbike rushing through the forest of Endor. Level Two sees you controlling Chewbacca's Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon. Fight off T.I.E. Fighters, survive the lethal tube, blast the reactor and turnaround from the exploding Death Star.



	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

Programmed by
CONSULT
computer systems

May the Force be with you

RETURN OF THE JEDI



—Always

Published by



Ferry House, Lacey Road,
London SW15 1PR
01 298 0224

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VERSION UPDATE

CAPTAIN BLOOD Integrates

PC: £24.95

CAPTAIN BLOOD follows the tale of Bob Morick, an out-of-control programmer who meets evolution theorist, Charles Darwin. The famous professor tells Morick of his latest theory that aliens have infiltrated arcade machines. Deciding to do something about it, Morick codes a binary version of himself (Captain Blood) — and a spawning robot war — and installs himself inside a computer program. Immediately under alien attack, he enters hyperspace, which, due to a malfunction, creates 30-clones of himself, each possessing a quantity of his vital life fluid. The clones disperse throughout the Hydra galaxy. Blood needs to retrieve his fluid to



Looking just a pretty and playing action as well as the ST game, Captain Blood PC style is a credit to the machine

live, but he has 32768 planets to search!

You steer the ARK, using a star chart to hyperspace to likely planets. Within an orbit, an Oracle — a creature under the control of the Captain — is sent to the planets

surface to transmit fractal graphic representations of what it sees and make contact with any alien life-form encountered. Eventually, conversing with creatures should lead you to worlds where clones exist.

Whilst the selection to the four colours of CGA mode is disappointing, the distinctive purple and blue of the display certainly fits in with the quirky nature of the game. Other than colours, the graphics are very similar to those of the ST, though only producing basic visual effects and adequate fractal speed. Lacking audible speech and featuring only a droning, low theme, it isn't standard for the PC — this version rates on the interesting and original graphics.

PC: OVERALL 65%

ATARI ST: TGM007 24%
AMSTRAD CPC: TGM008 75%

VERSION UPDATE

4125 is alive

IMPOSSIBLE MISSION II

DS Gold/Eyes

Amiga: £24.99

TWO YEARS after Agent 4125 provided the twisted Professor (Don Ambrosio) from destroying civilization with nuclear warheads, news came of a five-letter alien phreak from which Ambrosio intends to launch a second attack. The Special Terrorist Units find man — 4125 — is once more on the job.

Using elevators and corridors, 4125 (41 to his friends) first destroys the eight-digit codes which allow access to all the robot-defended towers of Ambrosio's complex. Objects he finds can be searched to reveal code pieces, time bombs, robot deactivators and platform resets. Musical sequences hidden in safes are arranged into a tune which opens the nearest elevator to the central control tower and the missile con-

trolling computer. A classic arcade adventure scenario.

The Amiga version retains the detailed and colourful clarity of the ST while having a larger play area. The main sprite moves less swiftly on the Amiga, but the two formats are almost identical visually.

The sampled introduction from the CIA has been reinterpreted in an American voice and the famous scream is now quite humorous, but both are very odd.

Though less value for money, now is the time for 16-bit owners to catch a slice of gaming history — '88 style.

AMIGA: OVERALL 85%

COMMODORE 64/128: TGM006 85%
ATARI ST: TGM007 65%



Don't prove himself to be a gnat and save the world once again from the evil Ambrosio

VERSION UPDATE

CYBERNOID Rescues

Atari ST: £19.99

MARAUDING PIRATES have raided Federation deposits and stolen minerals, jewels and the very latest in designer weaponry. Posing a Cybernoid spacecraft, your mission is to retrieve the pilfered planetary defence mechanisms and retrieve the stolen goods.

Your craft features laser cannon and five auxiliary defence systems: bombs, mines, defence shield, bounce bombs and seeker missiles. All systems have limited energy but may be replenished when a supply corridor is located.

The underground system is inhabited by pirate spacecraft. When shot they will drop their cargo which you may retrieve. A hefty bonus is awarded at the end of each level if enough stolen items have been recovered within the

time limit.

The Atari ST conversion of *Ballistic Deception* fits about-ten-up scenarios that made the original Cybernoid a great game. Visually it is identical to the Amiga conversion. One disappointment is that the game tends to be sluggish, particularly when there are a lot of moving elements on screen.

Nevertheless, *Cybernoid* is one of the best shoot-'em-ups available.

ATARI ST: OVERALL 75%

SPECTRUM 48/128: TGM005 64%
AMSTRAD CPC: TGM006 85%
COMMODORE 64/128: TGM006 85%



Perhaps ship? The lone spaceflier searches the corridors for jewels, weapons and energy — ST version

ACTION PAC-ED

PAC-MANIA

by Graham

The robust, bright yellow chomping character of Pac-Man is one who is very familiar to most computer games players, the ancient concept of the all-time arcade classic of the same name spawning endless maze-game variants. He has seen a few changes over the years, even undergoing a sex-change operation for Ms Pac-Man. And more recently changing to a scrolling platform game format for Pac-Land. In his latest incarnation, featured in March's *Confrontation Coin-op*, his obesity has filled out to three dimensions, yet he is notable more athletic.

Poor old Pac-Man once more finds himself in the midst of a confusing maze, being tricked down by a pack of sneaking ghosts out for his blood, or whatever it is that Pac-Persons fear.

For those of you who have not seen the original Pac-Man, or one of its direct descendants, the idea of the game is to guide the hungry character around mazes, eating pellets which line the corridors. When a maze has been cleared, a new one is presented - in Pac-Mania this changes in graphical style as well as layout.

There are four types of maze, referred to as worlds, displayed in sequential 3-D views of which can be selected from the introductory screen. Block Town (pound one), the easiest, has corridors constructed from children's building blocks; the intermediate world is Pac-Man's Park (pound two and three), lined with neon tubes, and the hardest is Sandbox Land (pound four and five), which has

Keep taking the pills

Exploring the mazes is not easy, when the megalomaniac touch from one of the colorful ghosts leads one of Pac-Man's lives. They can be avoided by skillful (and sometimes tactical) use of the position and with graceful jumps, whose direction can be changed in mid-leap.

Luckily for here can rely by eating one of the previous power pills, distinguishable by their large size. This makes the ghosts vulnerable to his bite but only for a limited time. Big bonus points are awarded for franchised ghosts, whose eyes survive to feed to the

special power pills can double points or more Pac-Man with high speed for a limited time.

With a minimum of pre-release hype, Grandstream have sprung one of the simplest yet most addictive games from the arcade. It's amazing what a third dimension and the ability to jump can do to revitalise one of the oldest game formats in computer history. The four worlds offer variety to what is basically a repetitive game, but the cuteness and uncomplicated gameplay is its strength. The humorous cartoon interludes and level selection are typical of the high standard of presentation, and are the icing on an addictive and challenging cake.



Adding 3-D gives a whole new dimension to Pac-Man and his ghostly enemies roam the pyramids forming mazes.

The fourth and most difficult world is thematic-based but well-less Jungly (pound six), where ghosts are restored to former when the glory.

But occasionally appears to be digested for bonus points and



A maze your friends with the full screen, 3-D scrolling of the Jungly version

AMIGA

£19.95

The introductory screen shows the beautifully shaded Pac-Man graphics, which is almost identical to the coin-op's. This is made even more impressive when the game begins: the border has been removed and the entire screen scrolls smoothly in all directions, displaying detailed colorful mazes as you guide Pac-Man. The ghosts are a little disappointing, looking more like blobs, but the overall graphic appearance is excellent. Sound quality is equally high, with effects straight from the arcade and good peace tones and jingles. This is the best arcade conversion we have seen, retaining all the features and playability of the original. At £19.95, it's a small price to pay for a convincing replica of a coin-op.

OVERALL 92%

OTHER FORMATS

Atari ST (£19.95) and Commodore 64/128 (pound one) £19.95, disks £14.95) versions - only - from November £19.95 and MSX £5.95, and Amstrad/Commodore £5.95, disks £14.95) conversions are due for release before Christmas.

"It's amazing what a third dimension and the ability to jump can do to revitalise one of the oldest game formats in computer history"

VERSION UPDATE

FERNANDEZ MUST DIE

Imagesworks

Amiga ST: £24.95

GENERAL FERNANDEZ has overthrown the democracy state of El Dable and set up his own dictatorship. As intermediate freedom-fighter, it's your job to restore tranquility. Your only instruction: *Fernandez Must Die!*

Deposited at the entrance to a military base, you need to locate and destroy eight military posts housing members of Fernandez's junta, before finally assassinating the dictator. On route there you'll be to be stolen and prisoners to be rescued, too simple task as the base is swarming with enemy troops.

The action is viewed from a different angle than the C64 game. Rather than a birds-eye view, Imagesworks have opted for a Commander-style appearance. Consequently the graphics are more detailed, and what it lacks in music is more than made up for in sound effects and gunplay.

Fernandez Must Die is instantly playable and, on 18-bit, the best

has been expanded and new elements introduced to make it even more gripping. Tony Crowther and David Bishop have come up Europe again with a great shoot-'em-up for all budding freedom

fighters.

ATARI ST: OVERALL 78%

COMMODORE 64/128:
TGM011 71%.

The jump at least provides some protection from Fernandez's troops as you battle to dispose of the despot

VERSION UPDATE

Moon blues

DRILLER

Locusts

Amiga: £24.95

Amiga ST: £24.95

MTRIAL, one of the two moons of

Evath, is in a potentially explosive situation. Violent pockets of gas exist there which normally would be of

little danger, but a comet has been detected heading for Mtrial. The resulting cataclysmic explosion would throw Evath off its solar orbit.

You have four hours to explore the 16 sectors of Evath and position drillings above the gas pockets. With the formidable satellites burnt off, the comet's effect would be of minor consequence.

You steer a tank-like craft around the moon, armed with a laser to counterattack Mtrial's

automatic defence weapons and a teleportation device to sustain the fuel drilling rigs.

Accidentally positioned in each sector so that gas can be burnt off - sapping a rig takes a large amount of energy.

To get access to different parts of the moon, gates are opened using switches, which are activated by shooting green gas signals. This puzzle element was the main attraction of the 8-bit versions, but the considerably increased speed of the Amiga and ST make it more of a fast shoot-'em-up - action coming to the fore.

Screen update is not significantly smoother than the original versions, but the faster scroll speed is - slightly faster on the ST. However, with the arrival of Drangler 2, the title is 3-D, though good, is hardly spectacular.

Graphical definition is good on the screen-surrounds but maintains the gaudy colour schemes in the 3-D playing area. Last, full sound effects are in line with 16-bit standards - the Amiga's is slightly better than the ST's.

Driller is a title outdated in the fast-moving computer industry - this is the only factor which prevents it being an excellent 16-bit gem rather than a very good one.

AMIGA: OVERALL 84%

ATARI ST: OVERALL 83%

SPECTRUM 48/128:

TGM002 84%

AMSTRAD CPC: TGM002

95%



Mooring around and plugging gas leaks is a fast business on 16-bit machines - ST screen

£1.99

Christmas List

Rebelstar II SPECTRUM • C64

~~Mountain Bike~~

Skateboard Joust SPECTRUM • C64 • AMSTRAD
AZ88 • C16 • BBC

Video Classics

~~Sneaker Tale~~

Night Gunner SPECTRUM • AMSTRAD

~~F.A.~~
Polar Pack Rat

Video
Cauldron II

International Speedway C64

Motorcross SPECTRUM • C64 • AMSTRAD • MSX

Billboard Maria

G-D Player



What's on your list this Christmas?



Telecomsoft, First Floor 88/76 New Oxford St, London WC1A 1PS.
Amstrad and Commodore logos, registration applied for.

All available on Spectrum Commodore 64
and Amstrad unless otherwise stated.

ANYTHING HUMANS CAN, RASTERSCAN

RASTERSCAN

Mastertronic

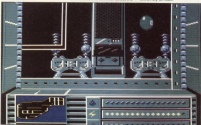
RasterScan, a Cruiser Class K cargo craft, was on a routine journey when it hit the millennium's storm. This disrupted its various systems and rendered them immobilised for the duration of the mainstream.

Luckily, the ship doesn't need a full crew to function, having only a single master-captain to oversee systems and mechanical devices. This man died as a result of the

game's problems most of its puzzles. A switch displays an eight-sided look when activated and an arrow is moved around its edge. Panels are selected which then affect the

colour of others. To open a lock, all panels have to be the correct colour.

Though the packaging seems keen to project the puzzle and logic interests of RasterScan, most time is gameplay's sport trying to get to grips with the awkward control system. The spin on the dial is reversed on contact with an obstacle, so using the gyratory method of steering can make navigating a narrow gap extremely difficult.



failure of life support systems and most robots remain crippled in the aftermath, leaving RasterScan a lonely RasterScan.

Only the Class K maintenance droid you control repaired 'til. Although now limited to simple functions, it takes on the task of returning order to the ailing ship.

Joystick or keyboard changes the acceleration of the spherical robot in the four principal directions. Its spin-determining wheel's direction of obstacles and ship features. (Objects are available to be picked up and are necessary to complete the game.)

Lock logic

A status panel displays your current inventory, below which is a map of the ship showing your position and that of the features in need of repair. Fuel, danger levels and emergency battery power are displayed to the right of the panel. (Should the batteries drain, the game is lost.)

RasterScan splits into four sub-tasks: repairing the generators, switching on the engines, entering the scanner room, and finally stopping the ship to safety.

Locks are an integral part of the

A puzzle? Well, it should puzzle the most. (This thought)

VERSION UPDATE

BUBBLE GHOST

Intelligent

Commodore 64/128: Cassette £9.95, Diskette: £14.95

PC: £19.95

YOUR ghostly self has a problem: your soul has been snatched from you and turned into a bubble. To

lose your's bubble (ghost again, entering sphere into the hearts of perennials) a CD-ROM



A simple, unambitious flick-screen arcade adventure originally released on 8-bit formats, RasterScan is reasonable for the price, despite its awkward control system.

PC

£19.95

Before commencing play, a game speed is entered, in a range of one to nine. This is generally useless, as anything above five is barely slow, and at speed one the droid bounces around the screens at an eye-opening rate. RasterScan makes brightly coloured use of the CGA card, and looks like an aging C64 arcade adventure. Sound effects only occur at the start and when locks are used—they are a disappointment even for the PC.

OVERALL 44%

OTHER FORMATS

Available for some time now on 8-bit formats at £7.99. No other 8-bit conversions are planned.

"A simple, unambitious flick-screen arcade adventure"

where eternal peace you have to lose your bubble-like soul through a danger-filled castle.

Bubble Ghost on the C64 doesn't suffer too up to the expectations set by 16-bit versions. It appears similar, but lacks the nice touches that made the earlier versions so enjoyable. The control method is awkward, it being rare impossible to know and move at the same time. However, Bubble Ghost remains a fun bubble game. It is addictive and a reasonable representation of a good game—but it could have been better. The PC version includes all the fun aspects of the original.

Both versions feature training modes where you can practise particularly hard screens.

COMMODORE 64/128:

OVERALL 61%

PC: OVERALL 79%

ATARI ST: TGM002 70%

AMIGA: TGM012 70%

AMSTRAD CPC: TGM012

64%

BY HELL HE COPPED A JET

TYPHOON

(Strategy)

If it's not a film licence it's a game licensed from the arcade. Ocean's Imagine seem to exist on such debts. The latest is Typhoon from Konami, a high-speed jet/helicopter shoot-'em-up.

The game idea is a traditional one - shoot anything that moves, if it doesn't move shoot it anyway - if it can't see you, kill it. There are six levels of action to be played until the final conflict with the mother ship. The first two are an F-15 jet fighter battling it out against enemy jets and an aircraft carrier.

carrier.

After blade

Opening levels are followed by a series of passages infested with war boats and submarines.

Additional weaponry is collected by shooting enemy

supplies. And for really tricky situations there's a smart bomb which annihilates everything within in one go, but it can only be used once.

Typhoon is by no means an original game, the Apache helicopter

SPECTRUM 48/128

Cassette £7.95

Diskette £14.95

All the game graphics are monochromatic. While this is effective in giving out of sequence obstacle classes it makes it hard to distinguish enemy missiles from scenery. However, this version is slightly easier to play. Typhoon gets progressively difficult but gameplay soon becomes repetitive. It is an uninspiring, unoriginal shoot-'em-up that does little for the reputation of Spectrum. 48K owners will further have to suffer the indignities of multi-head and poorer sound.

OVERALL 59%

COMMODORE 64/128

Cassette £5.95

Diskette £12.95

Graphics are much clearer but remain far from impressive. This version offers a continuous-game option which is helpful when you've fought your way through the levels. Sound may be switched between island effects and a funky theme.

OVERALL 57%

OTHER FORMATS

An Amstrad CPC version should be airborne soon (cassette £3.95, diskette £14.95). No 16-bit conversions have been planned as yet.



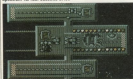
Flying high in your F-15 fighter jet, battling a way through to the end-of-game mother ship.

VERSION UPDATE

INTENSITY

(Puzzle)

Spectrum 48/128: Cassette £7.95



Strategic gameplay - this screenshot just skims the surface

THE EXPLORATION and mining space station base, Gamma Major, went under attack while it sat around Gamma. The crew got in danger from full-on alien attacks. The only course of action is to rescue the colonists in a drone ship and take them to a shuttle at the far end of the station.

Intensity consists of 96 screens, arranged in five groups or layers of 16 platforms. Colonists emerge from airlocks and have limited time to board the drone.

Up to 16 can be rescued from a single screen - the next platform you face depends on the number you save before using the floating exit, so some strategy is necessary.

Each time colonists reach the drone, an "X" (a Resource Unit) drifts around the screen, these are collected until a new, perfectly better specimen of drone can be afforded.

The extremely powerful, multi-

ling arms kill colonists and damage the drone, space station and even the colonists. It is advisable to destroy them while they remain vulnerable.

At a reduced screen size, John Garmey, the graphics designer for this version, has included a lot of fine detail. Generally monochromatic, a few highlights of colour improve the presentation of the shaded platforms. If anything, graphical presentation is higher than that of the C64, including scrolling stars in the background. There is more action than in the original, although this does not make it any more difficult.

Very little screen music and good effects round off an excellent conversion.

SPECTRUM 48/128:

OVERALL 77%

COMMODORE 64/128:

TECHNICAL 75%



Searching rooms for clues - a hunting position on the Spectrum

COME ON THE ALBION

ARTURA

Spectrum

In AD, the supposed age of chivalry, the great land of Albion ran with blood drawn by honed iron and was lit by the eerie light of magic. Wars raged between the kingdoms, leaving the country prey to invading forces. Something must be done.

Using his influence as a son of the Pennington family, Artura intends to unite Albion to fight potential invaders. The petty kingdoms don't listen to simple reason, the only way to gain cooperation is to appeal to a false instinct: greed.

The seductively evocative themes of Albion were hidden at the time of the game's development, if found, would be more than enough incentive for the players to accept a fighting.

Unfortunately, only Marley the Mage knows the treasure's location and he's disappeared. Artura's only chance is to find Marley, Marley's opponent, who he claims to have been kidnapped by the evil Morgause.

Once Marley has been found,

the only way back is to use ruses found whilst on your quest mission.

Artura takes the form of a light-screen arcade adventure. The main character, Artura, is armed with a sword, a mace, a staff and a bow. He can move up and down stairs. Doors and switches represent paths at 90 degrees to the current path and when entered, shift the viewpoint to retain a profile.

The game begins with Artura already at Morgause's fortress, guarded by soldiers and some unusual mutant half-men, half-rot creatures. Giant spiders, rats and other items are also natural defenders of the realm. Artura has a limited supply of axes with which to slaughter.

Runes for improvement

A status panel displays his dwindling life, experience by collecting food and runes. These stone tablets are found in fragments and have to be assembled in Runes mode to generate magical power.

This type of arcade adventure has been around for a very long time so it is surprising that Gamla have suffered with such a game. The sword and sorcery scenario, complete with damsel to rescue and magic items to find, is as fresh as the game design.

Wandering around tediously, varying corridors, throwing axes at enemies is unimpressive, even discovering a new piece of Runes lore promotes little enthusiasm. Mapping is essential to complete the game, which has been useful, though quite time-consuming.

ATARI ST £16.99

Pratily bordered text screens add nicely to presentation - which features a colourful display. Backgrounds, however, tend to focus on dark shades. Sprite animation is little improved on the Spectrum while audio is a choice between infrequent and inappreciable persuasive effects or an annoying, monotonous tune. Only of interest to ST-playing cartography addicts.

OVERALL 40%

OTHER FORMATS

Commodore 64/128 and Amstrad CPC versions (£9.99 cassette, £14.99 disk) should be available as you read this.

"The sword and sorcery scenario, complete with damsel to rescue and magic items to find, is as tired as the game design."

VERSION UPDATE

REVENGE OF THE MUTANT CAMELS II

Mastertronic

Amiga: £9.99

96-FOOT FROM METABOLISM - mutant camels have been seen from information to fight back a Terman invasion fleet from the Japanese Empire.

120 screens of left-to-right scrolling levels full of gnomes, dials, plants, computer chips and telephone boxes are yours to battle through. They are avoided or shot - the penalty for failure is paid in lost energy and, ultimately, lives.

The Metabolism spots bullets while walking or jumping out drops bombs when hovering. These weapons can be updated by speccing more sophisticated tools. Shields and extra lives can also be bought, but defenses only last for a single screen. Where weapon selection adds strategic elements to the game, where difficulty and credits have to be taken

into account to succeed.

This version suffers in that the

Don't get the mutant camels as you fight for daily justice and the unorthodox way to Win's Psychological War from the past

machines' superior capabilities have been used to only marginally improve graphic presentation and sound quality. Sprites instead of the Amiga's resolution are used, but no detail has been added, giving a bland appearance for the already repetitive backgrounds.

Sound effects are unimpressive standard beeping fan, and the score title music is uncharacteristic.

template for a shoot-'em-up.

The unaltered action soon becomes boring, despite the strategy content - but it may be of interest to ex-C64 owners who don't mind spending ten pounds for a largely unimpressive trip down memory lane.

AMIGA: OVERALL 40%

ATARI ST: TGM000 63%



I DON'T BELIEVE IN WARRIORS

MIRACLE WARRIORS

Mastertronic

Breaking the Seal of the Pandora Passage, the forces of darkness, led by Tetrin, have burst through the portal and are ravaging the land. Only the four Miracle Warriors can hope to defeat Tetrin, find the Seal and vanquish the armies of darkness forever.

You are one of the four. Your adventure begins outside a village on the coast plains where your first task is to join with your three amigos, Guy, Medi and Turo. Talking wise sages, caverns and stone circles reveal clues to their whereabouts.

Villages provide equipment for purchase, healers, blacksmiths and sources of information. Cash can be earned by killing creatures and trading their fangs for guilders.

As you move through the region, a map of your surrounding area scrolls appropriately, and a graphic representation of immediate locations is updated with your every step.

The land is level safe now that the evil hordes are present, and frequent close encounters bring up the immediate view with options for interaction. Evil creatures know only to attack and the more friendly characters reveal the information when talked to. Save and quit options are displayed.



Discover this and treasure for those foolish not even one magic item.

played, but you begin with no magic items to hand - no spells can be cast.

Armour light

At the start of the game you are practically useless at everything

but simple combat, having no armour, shield or sword. You are very quickly made aware of your vulnerability and staying alive for any length of time is difficult. Persistence in repelling pain endurance and strength before proper equipment of the land can be made.

Using the Sage for anything other than arcade games may seem pointless, the design of the console restricts the scope of

games that can be created for it. Unfortunately Miracle Warriors with its RPG concept doesn't prove this theory wrong, the game suffers from an acute lack of depth and flexibility. Simple communication, movement and combat are

the only three elements.

Building up your character's strength and experience is the way to succeed. Unfortunately the endless repetition of combat, inflexible interaction and monotonous predictability kills this shallow attempt at an RPG.

SEGA

Two Mega Cartridge
£32.95

With graphics superior to many RPGs, Miracle Warriors promises a lot in appearance but doesn't deliver in gameplay. The borrowed use of English and strange Japanese names adds, Miracle Warriors offers most presentation with some graphics, attractive backgrounds and a number of pleasant tunes. No depth though.

OVERALL 40%

"Endless repetition of combat, inflexible interaction and monotonous predictability kills this shallow attempt at an RPG."

VERSION UPDATE

Sole searching

CYBERNOID II

Piranion

Amstrad CPC: Cassette £9.95, Diskette: £14.99



More probes, more treasures, more weapons... but still only one hero

THE PIRATES ARE BACK, with a new, more powerful, Ballistic base which they have again stolen with probes from your planets storage depots.

You have been given an improved Cybernoid ship, armed with seven types of weapon, with which to infiltrate the new complex. A great game conceivably for a limited time but, like all weapons/defences, is replaceable by collecting objects left behind by

destroyed aliens.

The complex is a maze of Rick screens filled with huge laser cannons, spinning turrets and moving gates. These introduction elements to the game and strategy is needed when weapons are in short supply. The base is split into levels to be completed within a time limit.

Presenting a graphically compressed version of the C&D incarnation, the Amstrad uses a white but tasteful amount of colour, busy-shaded. Control responds sharply and action moves down considerably when there are many objects on-screen. An automated shield is not indicated graphically, like other versions, but by putting sound, which can easily be missed in fierce combat.

A quality arcade game, much visually improved over the original, but remaining very similar in gameplay.

AMSTRAD CPC: OVERALL 86%

COMMODORE 64/128:
TGM012 80%
SPECTRUM 48/128:
TGM012 85%

THE MICROPROSE



RED STORM IS RISING

Red Storm Rising

The storm has broken. MicroProse's latest title is here. Though high technology simulation often stings and tactics subvert in some of the most dramatic and detailed stories of modern warfare—Red Storm Rising, the international best seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. Missions take you to an astonishing variety of undersea environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore \$4/288 for Cassette £14.95, Disk £19.95.

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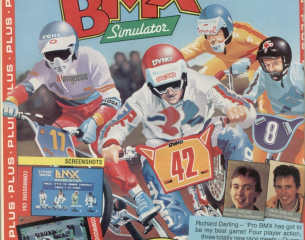
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TRIAL BY DICK

ALBEDO

Larcade

You are a skilled space warrior who, with his wealth of combat and gaming experience, is in need of a real challenge. Unfortunately, Daley Thompson seems to have the decathlon pretty much sewn up. However, from galaxy-wide reputation, you hear of the zero-g laser fights of the planetoid Albedo and the mysteries held therein. It would take a better man than you to resist.

The trials—as the fights are known—take place in caverns beneath Albedo, and were designed by Dick. He is the supreme master of the trials and holds a dark secret which you long to discover. Completing all trials will lead you to the

These boots are gonna walk . . .

There are 17 single player games, chosen from the many trials, four of which must be completed—by reaching a set score—before any

other awards, to name but a few.

There are four two-player games, where you destroy your opponent, outscore him, shoot his remote target, or guide a small lightship into his goal in photomouse.

Albedo's control system takes a while to get used to, and even with practice, there's often a sense of helplessness. It is impossible to shoot directly above your head, which restricts aiming and can make targets elusive.

Single player games vary little—only enemies change form—but working through them does provide a challenge. Two-player games bring out force rivalry—particularly when setting your

AMIGA £19.95

Albedo is visually almost identical to the ST version, with the exception of a slightly wider play area. A wide range of high quality voices to match the well-paced music make up for the lack of MIDI—sound effects and gameplay remain the same.

OVERALL 57%

ATARI ST £19.95

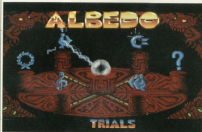
The unusual option selection screens are the most attractive feature of Albedo, games glowing and icons sparkling as lightning crackles across the circle. By comparison, the game looks plain, featuring simple, dreary sprites and the warrior having a strangely animated walk. The backgrounds are relatively polished, with a few atmospheric details. Even without the potential of MIDI, the title music is fantastically ethereal and some samples accompany the blasting.

OVERALL 58%

OTHER FORMATS

A PC version soon, priced £24.95

"Albedo's control system takes a while to get used to, and even with practice, there's often a sense of helplessness"



The detailed, attractive selection screen where options are selected and trials entered—Amiga screen

ultimate test, and from there, Dick's secret.

Options in Albedo are selected by guiding the rays of a pulsating globe. Buttons to stop others surrounding it, and make up three 'menu' screens. The first changes sound options (the ST version stores you loading the game music through a MIDI port), shows high scores, changes control devices, displays programming information, and selects one or two-player games.

In each trial you guide a space-suited warrior, armed and determined by a combined shield and laser gun device. This weapon can be guided with the fire button depressed when your feet are planted in a cavern surface. Magnetic boots enable you to 'stand' on the steel-lined and mineral-laden caverns. The four-stem walls and ceilings are yours with such footwork. But you can also glide through them, using the thrust of laser fire to move,

of the others are accessible. Various creatures are feared: ghosts, mad robots, viruses, and Scyllids—

opponent might as you glide by—and it makes a pleasant change from endless aliens.



One of the trials where the hero hangs on to walls and ceiling in his attempt to defeat alien life-forms

MENACE SPRING AGAIN . . .

MENACE Psychapse



Proving that the old format of horizontally-scrolling shoot-'em-ups is still the best if done properly, Menace is a great blast of the new.

Released on Psychapse's new arcade label, Menace has undergone a name change before final release. Once titled *Daconia*, it was changed due to close similarity to Zappellin's game, *Daconus* . . . What a lot of trouble for a straightforward blast . . .

The fresh planet of Daconia has developed through an unusual history into a world split into six zones. Each zone was ruled by power-fungus monsters who think nothing of launching into battle to gain a piece of land or crop of relations. The six zones were ruled from the same galaxy (once their home) and so, against their deepest warring characteristics,

decided to form an alliance of unprecedented evil.

Destroying innocent peoples, they scavenged their victims' wealth for resources to provide them with luxurious palaces and highly advanced defenses. Their scientists mutated captured animals to create organic defenders while engineers produced computer-controlled spaces and air

ole fighter must fight its way across the planet (yawn).

Icon you not

Icons that appear when a complete wave of aliens has been destroyed can be picked up to enhance weaponry. Starting off as a 1000-point bonus, the icon is shot to convert it to speed-up, force-field, shield, laser and boost. Laser and cannon give additional firepower, when fueled, but have limited shots.

Scenery in the six levels includes vine-strewn greenery, metallic caverns of pipes and generators, deserts and decapitated giant eyeballs dripping with blood.

The many alienaries include robotic fleets, larger sea rays, grasping hands, pseudocysts and various UFO's, backed up by huge anti-air-level monsters.

The horizontal shoot-'em-ups spawned by Konami's *Nemesis* trilogy are many things unfortunately stated, and have made an obsolete mark on the 8-bit market, not to dooming on the 16-bits. Psychapse's Menace is a step in the right direction.

Only a few marks can be awarded for originality, and the few additional weapons are difficult to select before the can scrolls off-screen - but a complete blast is always fun.

AMIGA

Diskette: \$19.95

Although featuring pleasant shading and detailed sprites, the graphics in Menace are something of a disappointment. The ruins of Minger get top marks though, where segments of stone join to form two large death-head sculptured stags which move smoothly about screen. At the end of the level, a huge thousand-tonde sends forth wriggling luminescent snakes from a sparkling globe which he holds in his clawed hands. A horror-like soundtrack pounds away accompanied by standard, sampled sound effects.

OVERALL 70%

OTHER FORMATS

The Atari ST version (\$19.95) will be available as you read this. A Program team are working on a C64 version, but either 8-bit Menaces are unlikely.

"Psychapse's Menace is a step in the right direction, its difficulty is countered by a continuous-play option"

SUMMER YOU WIN

THE GAMES: SUMMER EDITION

US Gold/Epix

The UK release of *The Games: Summer Edition* is too late to coincide with the steroid-taking scandals and Daley Thompson bomb-out of the '88 Olympics, but perhaps some after-the-event enthusiasm remains to be tapped.

In an impressive introduction sequence, a map of South Korea is overlaid with photographs of local scenes followed by shots of the arena. An overhead picture of the main stadium appears in on the back of the screen, and a giant video of the Epix logo, which gives way to the title screen.

A plan of the various arenas and sports halls is shown, with the eight events marked on the appropriate building. An Olympic torch is guided to one of these to practice an event - you can have as many attempts as you like but the results are not recorded. A menu is also accessible, allowing you to compete in some or all events, replay the opening sequence, or view the world records (and on the PC, change graphics mode and other control configurations).

Before taking part in competition, up to eight players may enter their names and choose one of the 18 available countries to represent. The national anthem is played before the first event: diving.

The source of the diving board is adjusted to suit and a back or forward dive chosen. The style of dive is defined by eight possible moves and made with joystick direction and key-combinations. A team of five judges award marks out of ten.

A one-on-one cycling race is held, around the angled walls of the velodrome. Two scenarios presented - a plan view of the track, showing the relative positions of the cyclists, and a behind-the-player view as he pedals around the circuit.

PC £24.99

Epixes on the PC have a greater clarity, but although VGA is used, there is unattractive stipple-shading in some backgrounds. The opening sequence to velodrome cycling and hammer use speedy 3-D, which is highly impressive, even after seeing *Star Gladiator 3*. There are more additional features, like scrolling messages and cyclist close-ups, which imply the high standard of presentation. Keyboard controls allowed for some events but on the whole works better than joystick. Worthy of attention.

OVERALL 76%

440m on the PC, but both use rhythms nagging and fun.

Left/right movements match the competition footfalls to gather speed on the pole vault, the pole is

planted and released by upright moves.

In archery, an inset close-up first shows the bowing arm, while the pul is set, then the bare right eye the target. The arrow is aimed to take into consideration wind factors, indicated by an arrow.

After each event, medals are awarded and the winners names played. World records are acknowledged and saved to disc.

Being the third summer sports package, and the seventh in the Games series, Epix are running desperately short of events but obviously don't want to give up a profit-making format. Diving and pole vault were built in *Summer Games*, and although not around velodrome cycling was featured in *Summer Games II*. The other events have been seen before, in some shape or form, in other sports programs, and the Epix



Watch your scores as well as the bull's eye - PC screen

Medal guru

The next two events, the rings and the uneven parallel bars both follow a similar format. From start position on the bars or rings, the joystick can produce a number of moves.

In the hammer throwing, left/right movements increase your spin, while the fire button begins the revolve stage and finally releases the hammer.

Hammers are launched along a distance of 110m on the CG4 and

COMMODORE 64/128

Cassette £5.99

Diskette £14.99

The change of programmes since *World Games* is evident at a glance. The graphics are sub-standard for a 64, never mind the celebrated Epix. Epixes are largely defined and often indistinct, infrequently rising above adequacy. Backgrounds follow suit, and the music and sound effects are a step back in time. CG4 owners have a very wide range of sports games to choose from, so needn't pick this one.

OVERALL 66%

control styles are now over familiar.

In a single-player game, only archery and hammer throwing are notably playable, and the competitive spirit of multi-player games is not overwhelming.

Though not a bad package, there would be a good time to bring the Games series to an end.

OTHER FORMATS

Conversions to Spectrum (Cassette £5.99, Diskette £12.99) Amstrad CPC (Cassette £5.99, Diskette £12.99) Atari ST (£15.99) and Amiga (£24.99) won't be available until 1989.

"In a single-player game, only archery and hammer throwing are notably playable"

ACTION FARCE

ACTION SERVICE

Colborn/Intergame

During your time in the armed forces you prove yourself to be a skilled combatant and clever tactician. Feeling cocky, you volunteer to tackle a deadly, top secret mission – the prelude to which is a dangerous training schedule.

Play Mode is the most important of the three main options available to you – where one of four pre-designed courses is tackled.

The Physical route involves negotiating (as quickly as possible) walls, ditches, barbed wire, turrets, traps (the combat dog) and your instructor.

The Risk mode puts you against various types of military weaponry; you attempt to dodge mines, hit off live, trigger fuzes and grenades without injuring yourself.

The Combat test puts you up against guys like yourself using standard combat skills and rifles loaded with rubber bullets. This course and the proceedings are all played, and to and, in the Construction route.

In all courses, the action area of the screen is split into eight sub-areas. The top four display your score and various graphics appropriate to your current situation. The lower four combine to show the obstacles surrounding your soldier.

The joystick (or keyboard) assumes various actions according to your position: run, throw grenade, crawl, fire gun, jump, punch (mine) and so on. The multitude of options available at the flick of a microswitch is one of Action Service's faults; you often

background graphics can be selected for each segment. Traps – all interactive objects of a course, including soldiers – are selected and their positions noted by code numbers at the top of the screen.

The lower third of the screen shows control panel, without video recorder. This allows you to



Before you're out, it's still a dog's life in the army

perform unaided moves, watching previous time and points.

Course language

When a course has been attempted, the Replay Mode shows you where you went wrong for into you show off if you did well. The replay can be shown in fast- or slow-motion, played, and fast-forwarded.

Construction mode lets you choose the graphics, obstacles and adversaries of your own course. The route is split into small sections, and a separate four-and

display high scores, quit the game, choose and play a course and so

OTHER FORMATS

Amiga and PC (XT/AT) and major 8-bit formats (Cassette 15.50, Diskette £14.95) are to follow.

"Generally a souped-up version of the assault course section of Combat School, plus a construction kit"

ON.

Action Service is generally a souped-up version of the assault course section of Combat School, plus a construction kit. The game design is thin for an individual product and, hindered by the aforementioned cumbersome control system, lacks playability and lasting interest. The construction kit may provide some fun, but the video wall is just a novelty which probably costs the programmer's job.

ATARI ST £19.95

Although only a third of the screen scrolls, it is still satisfactory as the poorly designed animated soldier sports runs around. Graphical close-ups in an upper 'monitor', such as when a machine-gunners attacks or you are forced to its press-ups, have only two frames of animation – typical of the game. Four explosion and gunfire samples are highlighted by a cry of 'Hear! Hear!' from the instructor – which sounds more like a certain avant-garde offensive novel beginning with B and ending in G.

OVERALL 33%

VERSION UPDATE

TERRORPODS

Peyper/Melbourne House

Commodore 64/128

Cassette £9.95

Diskette £14.95

DETONATE and **QUAKE** are two of the most valuable minerals in the universe, and are to be found on

the inhospitable asteroid, Golan. Mining operations had been running sensibly until the Empire decided to invade and make Golan the manufacturing centre for the ultimate in killing machines, the terropod. The asteroid must be cleared of terropods before the universe falls under the evil sway of the Empire.

The loader is one of the nicest aspects of the game, not only does it feature a cameo of the Melbourne music but also a mean game of Space Invaders. Unfortunately once the main game has loaded, it's all down hill.

Viewed naively from the cockpit of your Defense Strategy Vehicle, the scenery scrolls very nicely while you explore the asteroid. Mining installations are necessary to top up your fuel and energy. Terropods and their development sites are identified by your on-board computer and either destroyed by your weapons or lured to components to learn their secrets. Each level has to be cleared of terropods before progressing the next.

Terrorpods is not easy, there are many pitfalls to be mastered – even the enemy isn't it. Graphics are simplistic, not only in detail but also in use of colour. Gameplay is boring and offers little excitement.

COMMODORE 64/128

OVERALL 48%





ROBOARM

Battle, an agile and swift laser fist, targeted a fortress 24 hours above for his war and mind during ROBOARM with his arsenal of robotic joints and machine weapons. Yet a few more minutes into the game by the remote telemetry. Battle soon discovers why?

AMIGA £19.95



HIGHWAY HUNKS

Grand Prix driving skills is essential to regenerate the crowded highway at night. Obstacles that constantly rise and fall make this yet in play may be less the tiger in your teeth but, the engine cool and the tyre and steering wheel. Acquisition of faster cars and other weapons depends on your driving and loading skills.

AMIGA £19.95 (2 DISCS)



EMERALD MINE

A giant arcade adventure which has received five reviews. Each level has its own unique solution and requires manually and reflexively to complete. One player or two players. TBAI action for added enjoyment.

AMIGA £14.95

COMPA-PLUS 4 £7.95 (2) £19.95



QUANTON

Progress through 24 levels of this fast and furious action. Lightning responses are secondary to the strategic choices between better weapons or better defence.

AMIGA £14.95



FACE OFF

Experience the sheer pace and substance of 100 WACKY! Be prepared for the fiery, checks, fouls and rough play. League competition, 1 or 2 player action.

AMIGA £18.95

RAMPAGE

Blaze infernally pursued by the creature undertakes to clear the track by engulfing the world capitals. An addictive game requiring quick thinking and action.

AMIGA £7.95 £19.95

COMPA-PLUS 4 £7.95 (2) £19.95



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AMIGA £19.95 £4.95



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APPROACHING PHANTOS

You must rescue ARKOL, the hero of the rebellion against GEMMA, who has been imprisoned. You combat the Lumberbees hordes, dodging missiles and avoiding blasts of incandescent magma. Once you enter the caverns of the planet PHANTOS, you fight your way through.

STRUGGLING ON

After abandoning the ship, you capture an ARKOL in order to continue advancing on the planet. A dagger in the cave weapon you rely on to fend off the Lumberbees. You fight against the enemy troops. You have to steal a weapon, and advance forward in might ahead, forcing you.

THE PRISON

You visit, temples, mountains and forests... there are enemies all over. The way to the prison becomes more hazardous the further you advance. You take command of a helicopter, descend into the entrails of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of freeing ARKOL?



ARROW



ARROW



ARROW



ARROW



ARROW

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WAR



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*the name
of the game*

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HELLFIRE! A NAIL!

HELLFIRE ATTACK

Marathon

You don't know who the enemy are, you know only that they must be obliterated. To this end you are supplied with a SuperCobra light-attack helicopter, powered by two General Electric T700-GE-401 turbo shafts, each providing 1600 horsepower and armed with 20mm three-barrel rotary cannons and laser-guided Hellfire launch-and-leave missiles. Do I say light-attack?

You face waves of helicopters, missiles and other airborne craft which rain down the levels. Scenarios include desert, city, lake

for transparent visibility. However, it remains a passable 3-D shoot-'em-up. If you're willing to pay the price.



Spawning along just above the ground is an attack helicopter shower.

outstanding — is Hellfire Attack itself.

and canyon.

Your cannons fire automatically as the helicopter is steered around the screen, but to launch a Hellfire, a target must first be locked on. A square light follows the target and a press of the fire button sends it to its doom.

Homing on the range

To evade enemy homing missiles, turbo boost can be applied to accelerate the helicopter past dangers, and it is at this speed that you can momentarily fly undisturbed — very disconcerting when it first happens.

For each level, you are given a supply of 40 Hellfire missiles, the amount remaining being shown along with score, speed and lives (initially nine) at the bottom of the screen.

A hybrid of established games such as Space Harrier, Afterburner and Thunder Blade, Hellfire Attack features five types of opponent and repetitive levels — changing screen colours and attack waves

ATARI ST

£79.99

Games of this type rely on fast and convincing 3-D, coupled with a responsive, easy to control battle strategy. Hellfire Attack falls down on both points. To make the programming task easier, the ground features have been designed within square block constraints, then overlaid and replicated with parallax techniques. Though not completely unconvincing, the result is unspectacular. The graphics look too large and allow for only minimal horizon bending, other than the upside-down flying, where the horizon flips over in a single frame. All graphics lack detail and colour, and aircraft approach is too few frames. When your craft is hit, the smoke which plumes from its engines looks rather like fake blood. The sky gets litened with too many objects and with 'shot' controls (such as forward to fire), steering is difficult and restricted. The laser and explosion sounds are as basic as the working title here.

OVERALL 52%

OTHER FORMATS

Conversions for Amiga (£79.99), Commodore 64/128 (juvenile £5.99, diskette £14.99) and Spectrum 48/128 (juvenile £5.99, 3 diskette £14.99) to follow shortly.

"A hybrid of established games such as Space Harrier, Afterburner and Thunder Blade"



Your cannon fire automatically, but to launch missiles, you first need to lock onto your target.

What a tangled web

TANGLEWOOD

Microdeal

Amiga £19.95

GET your copy of Tanglewood and turn to page 48. Notice anything? We're thought not. The deliberate misstatement is subtle but only the software house involved noticed (well done, Joern). So to make Microdeal happy and ensure they

keep sending their top quality games to us for review, here is our humble apology, sorry. Meanwhile, keep your eyes on a screen shot of Tanglewood on the Amiga while you try to find what we did wrong.



AND DALEY CAME FORTH

DALEY THOMPSON'S OLYMPIC CHALLENGE

Seven

Ocean have, for once, chosen a lame personality for licensing — literally. A leg injury helped put our Luccaside-guzzling hero out of the medals in the '88 Olympics and prevented him from winning three consecutive decathlon golds. Though achieving a commendable fourth, his performance may not generate the sales reached by Daley Thompson's Decathlon.

This time even the ultimate sporting accolade of an Olympic gold medal is not enough for Daley. His aim needs more than just every athlete's dream of winning the greatest, most famous competitive event in the world.

Daley's challenge is to beat the world decathlon record — 8847 points, set by Jürgen Hingsen and equaled by Thompson — and accumulate more than 9000 points for the ten events. This would secure the title of "World's Greatest Athlete" upon Daley, a prospect few like indeed.

Training Daley begins by daily training with weights. Using three different exercises, and rapid left/right cyclic movement — "waggling" (which features heavily in the game) is used to power him. As deep-curls, sit-ups and leg extensions are performed — each within a time limit — a bottle of Luccaside slowly fills. The less waggling liquid you earn here the easier the decathlon is.

Each event's difficulty is marginally eased by choosing the current trainer for the job from a selection displayed. The right pair are indicated for future games if the wrong ones are picked.

For the high jump

All events use a power meter, displayed at the bottom of the screen, its level adjusted by joystick-waggling. Event-specific information is also displayed — often just a touch-angle readout.

The 8-bit version uses a side-on viewpoint, scrolling where necessary, while the Amiga uses front-on angled digitized graphics of Daley to accompany stadium backdrops.

The theme running events — 100, 400 and 1500 metres — are all a matter of pathwaggling, while the 110m hurdles requires well timed presses of the fire button to leap the obstacles.

javelin, shot put and discus utilize waggling for the approach run-up, and tossed fire button depression to set the launch angle — approximately 45 degrees for optimum distance. This angle is also altered after the run-up in the long-jump.

High jump and pole vault heights are chosen before the first

of up to three attempts at each height.

Despite minor innovations and graphics, Daley Thompson's Olympic Challenge is a very old-fashioned game. The control method and entire game style are from distant gaming years. It is, in fact, merely a tweaked-up version of Daley Thompson's Decathlon.

The constant joystick waggling is a great strain on the wrist and the resultant vibration is little more than a novelty. However, the game can be fun played among friends. If you aren't adverse to physical effort, Olympic Challenge generates an enjoyable competitive sport.

AMSTRAD CPC

Cassette: £9.95

Diskette: £12.95

There are the worst graphics of the four versions, using a blocky and strangely coloured clipping for training and terrible sprites for the events. The badly animated Daley looks more like the Baddy Ball and strikes annoyingly down the track — at full speed looking like someone in a Benny Hill chase scene. Sound is let a bit with the Amstrad, but bad graphics and unconvincingly awkward control make this version less attractive.

OVERALL 60%

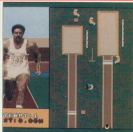
COMMODORE 64/128

Cassette: £9.95

Diskette: £12.95

Daley's jolty character is portrayed well in the large colourful characters featured in the training scenes. And the character's body and detailed sprites in the smoothly scrolling events are given life by humorous triumphant or disheartening faces. A pleasant if unexciting title tone and effective grunting sounds round off the presentation nicely.

OVERALL 70%



Daley about to get the finish off in the sprint — Amiga screen

OTHER FORMATS

An Atari ST version (£19.95) is imminent.

AMIGA

£24.95

It is debatable whether the Amiga's potential is fully used, with only a few (partly distorted) digitized frames slipped through for possible animation. In training the frame base — highly highlighted with colour added via an art utility — are soon boring — but when combined with other displays in the events, add splendour. Detailed stopwatches and Luccaside bottle graphics are in contrast to some tiny track figures in the high angle views which make little use of the screen area. Sampled sound effects and crowd noise accompany the events, an off-key theme tune and up-tempo music are played on the title and news headline pages.

OVERALL 80%

SPECTRUM 48/128

Cassette: £8.95

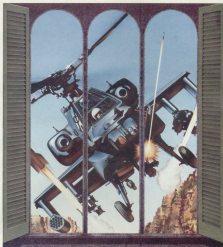
Diskette: £12.95

In its monochromatic way, the Spectrum portrays detailed training and events, and includes a humorous character's antics in the lounge part of the gym. The long jump is hardly realistic — you have an extremely long run-up of at least 400 metres! The ranging monotonous sound effects are poor but there is a reasonable rendition of the theme tune.

OVERALL 72%

"The constant joystick waggling is a great strain on the wrist"

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Atari ST, PC, Amiga £84.95

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INFOGRADES



BLOOD, SWEAT AND FEAR

Win a fightin' day out at Combat Zone... with US Gold and Thunder Blade

TIME to start training – for US Gold's smash-hit code-up conversion Thunder Blade. Based on the Sega game reviewed this issue, Thunder Blade is a flying, fighting challenge of nonstop arcade action available for Amiga, ST, Amstrad CPC, Commodore 64 and Spectrum.

But you'll never get through it alive without a day of full-scale training at **Combat Zone**, the real-life military-style sport.

And that's why US Gold are offering **15 pairs of tickets** to Combat Zone for this comp's top five winners to sharpen their skills (and a friend's).

All you have to do is prove your military prowess by picking the top three Thunder Blade skills out of the ten we've listed here.

Then write them on a postcard or the back of a sealed envelope – along with your name and address – and send your entry to **THUNDER BLADE RECRUITMENT, TGM, PO Box 70, Ludlow, Shropshire SY10 1QB** to arrive by December 15.

Entries will be picked out of a helmet. The first five, which agree with the judges' choice of your skills will each win a pair of Combat Zone tickets for any day they choose, plus a Thunder Blade T-shirt. The next ten will also receive T-shirts as runners-up.

The decision of TGM's judges is final in all respects, rules as printed on the terms page apply, and quitters will be court-martialled.

PICK THE TOP THREE THUNDER BLADE SKILLS

- 40-40 vision
- Instant reactions
- Complete courage
- Flying experience
- Strategic skills
- Leadership
- A cool head
- Boots (so you can die with 'em on)
- Perfect aim
- No motion sickness



LIFE IN THE COMBAT ZONE

THE VALUE of these may seem an unlikely site for the ultimate combat game – but you'll soon regret where you are should the bellies of no-man's land.

In each game of Combat Zone, about 40 people are divided into two teams. They plan strategy to catch each other's territory, and then enter the battle in confusing

woodland surroundings.

Each player's game pack includes a combat suit and belt, an ammo belt with 21 grenades, eye pellets, protective goggles and a combat rifle or pistol. You, reflex and touch are provided – as are the games for each day-long visit.

PICTURES

FROM AN EXHIBITION



■ Sharon Long's *Mosaic* (above) was one of two screens to take part in a third placing, Sharon – from Lutter, Surrey – used *Deluxe Paint II* as an aid for all her work. ■ John Wood of Wokingham, West Midlands used *SuperPaint* as an aid for the *Lobby* (above right). ■ Last Philip Matthews of Wandsworth, south London, created *Liquid* (right) with the same setup.

'All art is quite useless' – Oscar Wilde.

But so are the best things in life, we decided after Britain's first 'open' exhibition of computer-aided art. Over 200 readers of TGM, CRAFT and ZDAP entered the Autumn Computer Art Show contest, and the top work was exhibited on our stand at the PC Show. Here, TGM presents the winners – and some of the best of the rest. Watch for more in future months.



■ Software graphics are the chosen career for second prize-winner Stephen Bodde of Rugby, Warwickshire. 'I feel that a lot of potentially good games are spoiled with dull graphics,' says Stephen, who's studying art, computer science and photography at college.

And the idea for this picture of a *Blade* in a quarry – *Blade Power to Control* – came from a photo of his vehicle. Running Microsoft's COF Advanced Art Studio on an Atari 500XTB, he started by sketching wireframe lines around and then filled in details with the software's *Line* facility.

The top and bottom of the screen are deliberately out of focus, forcing the viewer to concentrate on the carriages.





◆ An Amiga 1000 and Electronic Arts's *Deluxe Paint II* utility helped Gary Whiskey of Luton, Bedfordshire achieve top prize for this screen. Titled 1984 - *Big Brother*, it conjures up the oppressive menace of the never-seen ruler in George Orwell's novel 1984.

"Big Brother is watching you", goes the catch phrase - so we're watching for more screen art, Gary.

◆ The prize for best use of Super Bits went to Edward Burton of Giloes, Bedfordshire - and it was his first attempt on Electronic Arts's utility.

Another college student working at art and computer science, science-fiction fan Edward says he was "inspired by the look and feel of American superhero comics" for this screen-titled *Two Lads*.

"The outstretched hand is frozen in the agony of death. . . . It leads the viewer through the terrifying doorway. The picture suggests a sinister plot."

(Like most artists, Edward started with an outline and then filled in colour and detail. The screen took him four hours to complete on an Atari 386/16 - much less than his usual as a conventional oil painter.)

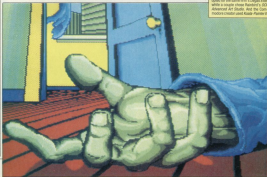
ART ■ CHART

The advice for budding futurists is clear: top on Amiga and Deluxe Paint.

Of the 32 entries exhibited at the PC Show '97 - some 60% - were created on Commodore's 16-bit machine, most of them on the Amiga 486 model. A dinky device (not for the age of AI, while the age 8-bit screen was created on a Commodore 64).

In the software front, every Amiga user worked with Electronic Arts's *Deluxe Paint II* or *Deluxe Paint III*.

The vast majority of the 37 artists opted for the same liver's Super Bits while a couple chose Rendall's 32-bit advanced Art Studio. And the Commodore crowd used *Slide Paint II*.



FIVE FIST-FULLS OF B

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LIFE IN THE FARCE LANE



Would you buy a used game from these men? Left to right: Warren Lippeworth going real, strategy for Robin Hogg stopping to compose, Jon Ross about to get his head cracked when Robin stands up, Neil White waiting for the computer's marketing, Robin Candy lined after a hard day at the job, and Barnaby Page wondering about a new T-444S.

Not every Tom, Dick and Harry can produce TGM, you know. But judging by the disputing habits, total lack of intelligence and near-criminal attitude of the TGM team... every Jon, Nik, Barnaby, Robin, Warren and Robin can. We name the guilty men.



JON

aged 28½, joined as Editor for TGMaid. Being Editor, he can do what he likes and usually does - which includes growing beards, listening to Bach and Iron Maiden, flying off to America with stereophones and generally losing everyone about. His other duties include choosing

what goes in each issue, making sure it all runs more or less on time, and writing the odd review or feature.

Before coming to the Italian, martial team off London, he was (poorly) Editor of *John Smith's* *World Computer Club* magazine, a data analyst, information officer, newspaper courier and a somewhat man.

These days he owns a *Prison Organiser* (and an Atari ST, and in his time he's also been through a *Boatman* club, *Commodore* 64 and *Amstrad CPC4128*. Never satisfied, he now wants an *Amiga*... and the *Ultima* Electronic Random Number Indicator

(equipment) machine which chooses Portsmouth Band members.

Why? Well, in the last 31 years the FRAS equipment has given about 11.8 billion in prizes. You'd think Britain got paid enough anyway.





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PIRATES

Call it crime or call it teenage-thrills – the software pirates operate in a secret world of code names, international connections and hacking bravado. Following TGM910's first investigation of the wrong side of the law, the pirates talk to Barnaby Page.



I was never so easy." Like most pirates, professionals and amateurs alike, 17-year-old Rudi has little respect for the software houses which try to them making and distributing illegal copies. And they never joined his gang, three teenagers in a West Midlands city, from turning off as many as 500 Commodore-64 games a year.

The popular image of amateur piracy is innocent enough: young schoolkids buying a Spectrum game each, making a few copies and swapping with their mates.

But after several months looking at Britain's piracy problem, we discovered that the reality is on a far larger scale – a scale which Federation Against Software Theft (FAST) Coordinator Bob Hay estimates adds up to £7.5 million a year in illegal games.

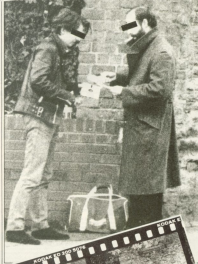
Most pirates operate in groups with semi-formal gang-like names. The Kent Team, PC3, Distorted Distribution. Though each group has perhaps

only three or four members, all living in the same area, the network stretches far wider – often into continental Europe, where pirates in West Germany, Belgium, Holland and Denmark make copies through the post with their friends' counterparts.

But just "swap"? It's true – though often illegal games change hands for as little as £1 (sometimes 0.25 pence), the average small-time pirate does not peddle wares. Yet after a few years in the trade he can end up with as many as 2,000 pieces of illegal software. Usually 6-64 – 16-bit is harder to swap.

And the swap-shop system creates problems for the law-enforcers: as Hay puts it, "the problem is that there really is no satisfactory legal redress. I don't think that the criminal code is adequate for the scope of their activities." He adds that though the 1988 Copyright Act does mention distribution of illegal copies not for profit, and its successor, the Copyright Designs and Patents Act will do so





too, it's a "very grey" area.

Every time the end of the last's firstborns claim, perhaps, but most serious problem is it as a black-and-white situation. Robert, a 17-year-old British member of a gang based in Holland, insists that "we don't make any money — it costs us money. We don't sell the games, I think people like that should be caught."

Bob Parks, a 30-year-old technician in a large south coast port, may possess a typical game pirate but he speaks for many when he insists that "we don't call ourselves pirates because pirates do it for gain."

"People offer to buy software and I wouldn't do that, I would never ever sell software, because that's different."

"Another argument," he continues, "is that if you've paid £10 for a piece of software, you have a legal right to make a backup copy."

But that's simply not true in Britain (unless the software house agrees to it) — and in any case, many pirated games are themselves copies of copies. Robert, for instance, makes three copies of every C64 game, sends them to other games in the West Midlands, London and Holland, and then they copy them and copy and copy. The problem multiplies internationally. And no-one can stop it.

MEN WITHOUT MORALS?

LIKE nearly all firms in the games world, TGI's publishers have a strong antipathy policy. Executive Editorial Director Roger Dean: "It's obvious and there's no doubt with popular games it does damage sales."

"In the simple equation of 'pirated games = lost money' doesn't hold up," says pirate Robert. "We buy the game... you get all these people who say software piracy is damaging the industry but it's not because we buy the original."

Bob Hey, boss of the Federation Against Software Theft antipiracy organisation, confirms: "The three guys who put their pocket money together and buy one copy of the game and make ten illegal copies aren't necessarily bad guys."

In other words, they wouldn't all have bought the game anyway, so the software house doesn't lose if a couple copy it.

However, Hey points out, "budget software [selling £3 or £5] does get ripped off as well" — hardly because gamers can't afford it.

And perhaps the real danger is done not to the software houses but to other consumers. Each year, the software publishers have to make up millions of pounds in sales lost through piracy — and we pay for it through increased prices.

As they put it, "in the same way that Marks & Spencer pass on the price of shoplifting, the software houses have to pass on the cost of piracy. The legitimate purchasers have to suffer."

MEN WITHOUT NAMES

The FBI has interviewed for the article cops on location that they were not identified. Their names from their faces changed, though no other information is lost.

The photographs were posted by FBI staff members.



Cheap thrills

Most of today's gamers have met some of the hottest software houses via the Internet, ranging from hard-to-crack code to Norton's *Magical II* technique, which requires the user to input passwords from the accompanying novel. American firms like Electronic Arts, MicroPhone and Mediagenix are particularly involved in the fight.

But the pirates themselves are disquieted.

"You can skip around the protection anyway," says Robert. "After five minutes I'll find the routine. He uses Trigon's *Expert Compiler* - a common compiler tool (I AMPTC) - to track into the code, then leaves the code section by section by disk."

"It's very simple," confirms Frank. "A lot of software companies put coding in, but a lot of it isn't difficult to crack at all. And as they get better, so do the copiers."

"In one time," he continues, "Electronic Arts were hard. But because they used the same method every time, someone brought out a program that could crack it, so problem."

The Electronic Arts response "It was true for a while, but it's not any more. We have changed protection methods," says Sales Administration Manager Simon Jeffery.

And one pirate we spoke to even felt the illegal game - because it got winning. After all, when you've got a few thousand dollars already, you're only doing it for the thrills.

Many of those thrills come from the

secret-society atmosphere of the clubs. Robert recalls how he entered piracy: "I knew a friend who'd got *SuperCyclo* [pyc] about four months before I was released. I went round his house and saw how he made them and he gave me all the software."

"I wrote a tracking routine and he told me how to improve it."

The gangs have other practical purposes. One pirate: "It's easier to get software from other groups if you have a name. If you're an individual, you can't get the latest releases so easily."

And sometimes then swapping in the schoolyard, the gangs deal with each other - in the past often via magazine ads through publishers have now cracked down, more recently through bulletin-board networks like CompuServe. They help PAST in the fight against piracy, but CompuServe officials were not available for comment at press time.

In the heyday of tape-trading piracy - the early Eighties, pirates would even swap their gang names and phone numbers in the code of a cracked program. Now they're slightly

more cautious, because as PAST's Hay says "since 1988 there's been a tremendous shake-out."

"We're driving it more underground," he continues. "If you look at any crime, if there is a flurry of activity by the police the crime goes to another area or happens underground."

But Hay admits that his small organization cannot entirely stand the test. Because Britain's police have only two specialist computer crime units, both covering London, PAST has to work with local fraud squads and making standards.

And where technology crime is concerned, the sophistication of local policemen varies. "You get a detective who's a computer buff, and it sticks in the culture of his work."

But when PAST knows the identity of pirates yet can't do anything about this daylight zone of crime, where no records are kept (unlike in organized commercial piracy), says Hay: "Tracing the origins is almost software is very difficult. It's hard to concentrate on the software."

The pirates know that. And that's why, in Alan's words, "I never really think about getting caught."

"We don't call ourselves pirates, because pirates do it for gain"

GUIDE FIDE SMASH BUKLE UP! FIRE SMASH!



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U.S. Gold, way ahead of whoever's

ROBIN HOGG'S PLAYING TIPS

YOUR GUIDE TO BETTER GAMING

First off, some tips for all those readers who complain that *TIME* never looks at Africa:

1000

Of all the MSX games, the clone of the car racing game *Champion* is superb. Having a title screen like which must rank as the best piece of MSX music yet. But enough game education. Here are the tips for coming first in the 2-1 showdown between

second gear through the rock-
climber's hands - any faster and
you lose control, for the rest of the
circuit use the automatic
mode.

- When you pass another race seven-eighths of the way, causing him all sorts of problems and slowing down other cars coming up behind. (Don't drive aggressively. By slowing other cars as it brings you in a half mile before you

1000

There are go with the last two levels

The sequence and matrix are by multiple test scores. Page



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4. **Always go for an original design.** car makers racing, outstripping it with the sixth (and) power engine as it offers the best performance for all sizes. For the rally choose the strong body for the car, for all other sizes you can get away with a light-weight body, providing you don't take too many knocks. In the rally a manual gearbox is essential, which is

whenever possible and keep by the inside of the boards. If you want to see the phosphenes and screen (thirdly) spectacular, Jeremy says in the following paragraph: 'You still have to come first in the final Australian course to see the end-of-season show.'

■ **PROPOSING**
 ■ **PROPOSING**
 ■ **PROPOSING**



LEVEL 3: Like the beginning of the first level, alternate between top and bottom destroying the aliens and collecting the extras. The area of some large spaceships alternate between the top and bottom corners.

you and tell the burning fireballs as they appear. That's about the tactics you need to know for this level. The Fire Snake at the end is no problem, just move forward before it crushes you, against the side of the screen and go for the head with everything you've got. Then, the Easter Island heads - a mischievous from Aghagun - are the easiest if you make it this far.

■ **LEVEL 4.** The final and probably most difficult level, use everything you've got in the pursuit of success.



and watch out for pine bark and balsam. If you've got multiple and apple issues then keep them in a line along the bottom of the screen. If you haven't got said items you're in trouble. The next opponents, the machine dogs, are a piece of cake provided you keep out of their way. When the last pine tough is with the lowest of the guns on the walls which unless eliminated immediately they will literally fill the screen with bullets. Keep the walls and take down to the

Consider them before they make life extremely difficult and you should get through to the Black Book himself.

If you haven't got enough of this part then give up - without this, it's just not possible to fit the supports holding them up. If you do tell me more about these quarters of the way up the screens and search for the closing total (above), the set of doors slid off in the middle, more over to the left, than right and was about three inches

ELIMINATOR

For those of you eliminating the aliens in *Hexagon's* boggy, here's a selection of passwords to throw you in at the very deep end: **JANORRA, CHERRY, PRIGMA, FLAMES, GROSSER, HANDEL, KICKE, LAFDOL.** And here are some rather logical tips for *Eliminator*.

- Remember the layout of each course and the positions where alien formations appear.
- Keep with the dual fire weapon (the third weapon to choose from) it's far better in the long run as bullets fired from left to the left and right edges of the screen where aliens tend to hang out.
- Use the ramps to gain height, leap over aliens and move across gaps in the course.
- Hugging the screen edges is a lot safer than zooming all over the place, just watch out for aliens appearing along the side of the screen.

ELITE

- The classic is here again, this time in the eagerly-awaited form of the ST version. You want speed? You've got top games.
- Use the **RAGE** save option sparingly, showing your position before any key decisions are made (such as purchasing of equipment or buying/selling of goods).
- When equipping the ship, don't bother with side lasers unless you just want to look flash cruising through the galaxy. They're 1000 credits and impossible to use to any great effect. Similarly don't bother with the rear laser, it's something useful like a mining laser if you wish but no more than that. You generally won't buy much use for a rear laser bar shooting down rogue asteroids, space stations and the odd exploding missile.
- There are two schools of thought regarding the first place of equipment to purchase, namely whether to go for *Docking*



Computer or Large Cargo Bay. *Very Elite* goes for the *Docking* Computer to level on flight time, while those looking for faster profits swing opt for the cargo bay. Go for the cargo bay and you can buy that computer at the same quickly.

- When it comes to lasers there's no contest, it's military or nothing. At 6000 credits the best never comes cheap but these lasers are nothing less than awesome to use!
- For trading first a poor agricultural planet and a fat, uncivilized industrial planet together with a government of Communist State ruling or above. Just *Thriller* Mercatix, Medical Supplies and Computers in the agricultural world and take wine and Medicines to the industrial planet. Drug running pays, in enormous profits with negligible risk if you've got military lasers.
- If you're jumped by *Thargoids*, slow to a halt, land the alien craft up and dump them into the rapidly approaching dust, stop firing when

it's taken two thirds damage (see the laser temperature indicator as a guide). Wait for *Thargoids* to be launched then use your lasers on the mothering to finish it off and collect the alien items. If the *Thargoid* has pirate ships for company, don't bother with getting *Thargoids*, lose a missile and get that laser firing at the others.

■ If an enemy survives your hail of laser bullets and gets close enough to fire, accelerate towards it and stay close. The target ship will overheat and stop firing so you can fire at you. If you can get behind it there shouldn't be any problems with eliminating it.

■ If you're jumped by multiple pirates it's a good idea to quickly go for the tougher ships to begin with, getting them out of the way first and mopping up the weaker ships later, in order of priority go for the following list:

- 1) *Thargoid*
- 2) *Star Hawk* (just decipher the manual but the combination of

high speed and impressive firepower makes it one of the most vicious pirate ships around).

- 3) *Ass Mark II* (fast and lethal)
- 4) *Quake*
- 5) *Star Hawk*
- 6) *Fast-On-Lance* (brink if only for its rate of movement)
- 7) *Admiral Star Hawk*
- 8) *Acid*
- 9) *Cobra Mark II*
- 10) *Cobra Mark I*
- 11) *Cobra Mark I*
- 12) *Scorcher* (secondary Python, useless weapons on board but worth aiming)
- 13) *Scorcher* (no problem)
- 14) *Mantis* (Phase of case)
- As for *Orion*, *Scorcher* and *Transporter*, don't bother, the space station is always close by with its fleet of *Vipers* ready to dispose their own form of *Worm* justice.

On the ST, *Elite* has five missions, and rather than code new missions, Mr. *Elite* has incorporated the original *Commander* and *Spectrum* *Advanced* missions.



■ **MISSION 1.** *Quincy the Constructor* - The Constructor, an experimental spaceship with powerful existing has been stolen and you're required to transport them to a *Planet* base.

■ **MISSION 2.** *Rescue Refugees* - Refugees on a space station are in imminent danger from a *giant* sun going nova. Get them out of there *fast*!

■ **MISSION 3.** *Invisible App* - An *App* complete with *Cloning* Device is kidnapping innocent traders, time to show it who's boss.

■ **MISSION 4.** *Invasion Fleet* - *Thargoids* have taken over space station, it's your job to fight through their fleet in the station and destroy it.

OPERATION WOLF

Ocean's conversion of the smash Taito coin-op is devoid of many tips other than "shoot, shoot and shoot again," unperished, here are some tips:

- Everything in the game does the same amount of damage, but at different rates. The helicopters and armoured cars are faster-firing but don't last for long, whereas the really vicious opponents are the parachutists firing as they come down and run around. Go for the parachutists as a priority target whenever possible shooting them before they land.
- Use single shots at a time to hit soldiers, only going into psychotic mode if soldiers run on screen as a

barrier allowing you little margin of error.

- If two helicopters or armoured cars drive near, launch a grenade and both blow up, simple enough and worth the risk of waiting if you want to keep some ammunition in reserve.
- On the fifth and sixth levels with the hostages running around, keep an eye out for them as they walk on top the right side of the screen. Control of fire and accuracy are vital if you're to get through with any hostages left, indiscriminate firing isn't very wise.
- Don't shoot innocent bystanders unless you fancy losing yet more energy.

will lay in these codes for selected levels of the game: **RAIT, BOSS, USA**

And if you want to go completely mad with frustration, why not try out some of the later levels with the following codes: **CP44, DARE, FREE, GOLD**



And now for some arcade playing tips.

AFTER BURNER

A classic, near-the-top combat game with an over-the-top price to match. Nevertheless, generous couple of pound coins (buckled seat version unless you've got the rule for the Deluxe version). When firing along take it slow at first, only accelerating when a missile or cannon firing lighter break up behind. By going slow, you'll have at least a second's warning when the cannons and missile trails come up. Talking of which to get

through the canyons don't watch the control column, straight (up/down) and right like a rocket, tap, it backwards and forwards using out ground targets (in particular the last targets). Provided you don't have two waves of them, avoiding missiles is a piece of cake. They slow, watch for missile launch and wait. As they zoom near pull up, bank left or right and accelerate away. If you want to be really boring but stay alive through to the end try hard right or hard left all the way, changing the odd missile that flies jet-wards.



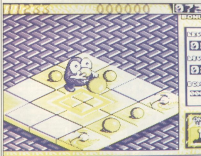
DOUBLE DRAGON

When in dual player mode if you go up to a PUL and grab fire from

behind the other player can hit the unfortunate victim a few times as far back as the ship. He can't die, your points go up like mad 2000 at a time and you can do this ad infinitum (i.e. Until the power goes off or you get thrown off the machine).

CONTINENTAL CIRCUS CIRCUIT

The first thing to remember is that each course is a single lap short, and each checkpoint is only a couple of bends away along the track with a pit stop nearby. Provided you don't start doing anything silly you won't need to worry about the time limit as it's rather generous. If you're at least halfway through the course and suddenly get hit or the engine catches fire just keep going - like that it's a little slower than normal but don't stop you will make it! The first couple of tracks aren't too hard, although you have to watch out for the hairy bands about mid-way along each route. Like all racing games use the brakes frequently - better to slow down to a crawl and lose two seconds than to total the car and lose ten times as much. If you can play the 2D version, it's much less of a strain on the eyes and very little is lost in the sensation of driving.



INFORMATION DESK

Not content with working overtime to produce a positive plethora of game tips, Rob Hogg once more turns his attention to the ever-busy information desk.

First off this month is some news from Zimbabwe from Worcester, South Africa.

- What are the main differences between the Amiga 1000 and the 500 series?

First things first, if you're buying an Amiga your best bet is to go for the 500 series. The A1000 has a pitifully small 256K of memory and next to no software houses support the machine as a result. Speed wise there's little difference, although the earlier 1000 models were somewhat faster than current Amigas. A 286K field upgrade is available from the Amiga User Group UK (0432) (060993) at £79.95, but seeing as there are very few (if any) Amiga 1000 machines around and the 1000 isn't a particularly friendly beast when it comes to upgrading it's better in the long run to go for the standard half-a-megabyte 500 model.

Steve Dunster has a question at about the Bege console.

- I was wondering if you could give me any information on the Bege Console. I was thinking of purchasing one. Is the sound chip any good?

Unlike the much maligned earlier consoles such as the Atari ST system, the Bege console has a consistently growing range of software and an ever-stronger hardware base thanks to marketing through Mastertronic. Conversions of Bege cartridges are extremely rapid, more so than on home computers and generally the quality of games is very good (take a look at *Amazonslayer* and *Thunder Blade* in this issue). A Light Phaser gun and 3D Glasses are available with a variety of software which uses the device as well and new hardware is on its way with a Rapid Fire Unit and FM Sound Unit expected soon.

An £79.95 for the basic system with two control pads and *Hang On* first, the Bege is good value for money although it does have some expensive games. For more information write to Bege at 2nd Yarmen Yard, Portsmouth.

Read, London, W11 09G.

Before you buy any console take a look at the incredible PC Engine has raised over in previous issues of TFM. Although lacking the software base of the Bege this system has literally endless quality graphics.

Talking of which Ashley Dawson writes in with a PC Engine question.

- If I were to purchase the PC Engine from Japan would any modifications be required in order for it to work on a British TV?

If you bought the machine in Japan you wouldn't be very pleased to find out that the machine requires a NTSC format television/monitor to run on. You may be able to get an electrical shop to fit up a conversion but you'd also need a power pack to conform to the British standard.

C. Clarke has a video recorder and an ST and wants to combine the two.

- I've had a burning desire to record some of my games, running, video videogames. I own an ST, a VHS VCR and the relevant VCR (2in-to-3in) lead. Can I tape games on the equipment or do I need new tech?

You certainly can Mr Clarke! Just link it up to your VCR through the monitor socket and Blue Box connector on the VCR using a television as visual output (just so you can see what you're playing). Then just start recording as normal and the result should be a true video game! Midlands dealer A. Soper is in the state concerning his VHS and is thinking of buying an Amiga.

- What would I need to connect my Toshiba 400000 printer with standard Centronics interface to an Amiga? What printer drivers would I need for use with a word processor?

With the correct Centronics interface you should have any problems in linking it up. When it comes to actually using it you may find the lack of a specific printer driver a problem, a general driver will work but the results may be unpredictable and special features unique to the Toshiba (including some character codes) may be missing. You could try the Amiga User Group for details of drivers or at (0600) 559993.

- What is the Sony M877000 disk drive like to use on the M67?

The disk drive as used in our Sony machine is double sided and double density with 1 Megabyte storage capacity unformatted and 720K storage space when formatted. Head levels are respectably low-lap with speed to match (A quick test on the office Sony was 340K read in around 40 seconds), if you're intending to buy one why not consider a Philips disk drive as Amiga drives are a little thin on the ground in the UK. Ross Gordon of Sandsting in Surrey asks.

- I have been thinking of buying a sound sampler for my ST but cannot decide which one to get. I really need one with stereo ports for hi-fi connection and sampling from that source. Which one do you recommend?

Both the ST Replay from Microdeal at (0770) 58520 and Pro Sound Designer from Eikonsoft at (0534) 575000 come with hardware-influenced which use the cartridge port and parallel printer port respectively. Both packages offer the same functions, facilities and flexibility when it comes to sampling and editing sounds and both offer a hi-fi input/output capability. For ease of use, flexibility and a user-friendly user-driven environment go for the Pro Sound Designer at £54.95, but not before taking a look at the Replay Plus. This is a significant improvement over the existing Replay and is soon to be released by Microdeal at £79.95. Amongst its extra features are MIDI compatibility (including MIDI playback), a Drum Kit, improved sound editing and a sound library with 18 samples. Pro Sound is a good value sampling package to use but why not wait until TFM reviews the Replay Plus and then decide?

Shane Reed of Dudley in West Midlands has a simple question concerning MIDI.

- Can you tell me who sells the Games Master vinyl cartridge and the double cartridge adaptor for the M67-12 M655-17?

Nightmare Limited, a name familiar to M655 owners everywhere stock the Games Master cartridge from Konami - priced at £19.95 - give them a call on 01 6055 1661/66. They also stock the cartridge adaptor for all £14.95.

Keep those game tips, maps, cheats and hints coming in to TFM. With 545 months of software up for grabs, you know it makes sense. Write to THE INFORMATION DESK, THE CLAREM MACHINE, PO Box 10, Ludlow, Shropshire, SY8 1LB.





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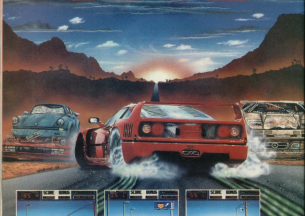
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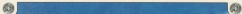


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"It's the end the way



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100



YOU CAN'T WIN

(Even if you get a free Amiga or one of 20 games!)

LIFE IS HARD, and all you need now is Loriciels coming along to make it harder.

Just when you've mastered the latest impossible mission... just when you thought you knew everything there is to know about 8-bit computers... Loriciels have to pop up offering an Amiga A500 and 20 tough-to-win games.

What's worse, they're making it incredibly easy to pick up these prizes... all you have to do is figure out the Albado questions below, fill in the form (or a photocopy), and send it to TGM by December 15.

And so it that isn't enough, nearly all the answers can be

found in this month's review of Albado on the Amiga and ST!

The first correct entry picked out of the Amiga box on December 15 will receive a state-of-the-art Amiga A500, ready to use. The next 20 will receive a Loriciels hit - either 16-bit Albado or 8-bit Eddie Edwards Super Ski (your choice, so don't forget to tick it on the form).

As usual, the decision of TGM's judges is final in all respects and the rules printed on the contents page apply.

WARNING: If you want a safe, unchallenging computer life, we strongly recommend that you do not enter this competition.

QUESTIONS (write answers on form)

- 1 Which character designed the trials in Albado?
- 2 Where on the planet Albado do the trials take place?
- 3 How many single-player games are there in Albado?
- 4 And how many two-player games?
- 5 Amiga and ST versions are already out... but on what other 16-bit format will Albado soon appear?
- 6 In which country is Loriciels headquartered?

Just send this completed form (or a photocopy) for

THE SHOCKENGLY EASY ALBADO COMP.
TGM, PO Box 10, Ludlow, Shropshire
SY8 1DB to arrive by December 15.

The answers are:

- 1
- 2
- 3
- 4
- 5
- 6

Name

Address

Postcode

If I win a runner-up prize, I would like (tick one of the following)

Albado on Amiga ☐ or ST ☐ or PC ☐

Eddie Edwards Super Ski on Amstrad CPC ☐ or Commodore 64 ☐ or Spectrum ☐. I would prefer (tick one): tape ☐ or disk ☐.

And now a couple of questions to help Loriciels plan future releases:

Will you buy a new computer in the next six months? Tick one: YES ☐ or NO ☐

If so, what make?

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PRINTING SPEED	10 characters per second.
PRINTING RESOLUTION	Is directional, with optimized head movement.
PRINT PAPER	10 characters per inch (10 characters per inch) from line and in 10 characters per inch.
LINE FEED	10 characters per inch (10 characters per inch) from line and in 10 characters per inch.
CHARACTER SET	10 characters per inch (10 characters per inch) from line and in 10 characters per inch.
MAX. PRINT LINE LENGTH	Always 10 characters, according to print pinheadless.



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MAGGIE'S RUBBER FANTASIES

What do Domark, latex rubbers, computer-controlled pneumatics, Maggie Thatcher and the 1988 PC Show have in common? IGM finds a surprising answer.

Else Court, London, September 14-18: deep in the mass photocopy, poster, hat dogs and shell-shaped businessmen by the Domark stand. Gasp in the Domark stand for a red double-decker bus. Everybody featured as though having a double-decker bus with garlands on top in the middle of the PC Show was perfectly normal behaviour.

But that's because everyone on the stand was watching a certain ogre-smoking Prime Minister, guffaw in three-piece suit and throwing insults at all and sundry.

Yes, not like real Maggie, but one of the many robotised caricatures of Spitting Image, the clever and satirical TV show that we love to insult the rich and famous. The late Thatcher puppet was promoting Domark's official computer game of the TV series, due for release on all major formats this Christmas (as announced in TCM910).

The impressively animated PM was hired by Domark from Spitting Image Productions, who allow their puppets to be used for exhibitions and other more or less worthy causes.

A unique computer controls the actions of the mechanised puppets, with a pneumatic system moving the limbs and features - a system which will soon benefit the disabled if designed Jim Harrison has any say in the matter.

And when this pneumatic muscle system was conceived, it required a whole new computer to control it - because no existing machine could do the job.

Harrison and Steve Rutherford spent three years on the computer, including 12 months of actual construction, before Maggie and her rubber friends could come to life.

Heart of a machine

The computer can run for up to 88 minutes, reading commands from EPROM (Erasable Programmable Read-Only Memory) - a chip that can be rewritten using high voltages but is otherwise safe from being erased.

There is no monitor or keyboard - instead, the puppet is controlled by infrared switches and potentiometers (variable-rate devices) to make it easy for noncomputer users.

There's no standard processor, but



"The puppet required a whole new computer"

a 168 clock chip keeps commands floating from memory 24 times a second, across 10 analogue and 24 digital control channels orchestrated by a sync track.

One channel is assigned to each movement, with some figures using as many as 50. Maggie's eyes alone require six channels, while the mouth channel is synchronized to a voice track on tape cartridges.

A compressor takes air into the pneumatic system, which uses a specially-designed, contained electronic pneumatic valve-work in Switzerland. The valves work silently, so they don't intrude on the puppet's voice track.

Muscle power

Though it was designed to control puppets, the computer can also control hydraulic test rigs, lighting, stopper, messers, and - most importantly - mechanical arms for the

disabled.

It's useful for quadriplegics, that is, people who can use neither their arms nor their legs. A prototype, still fairly crude, is already being used by a girl in north London - she can control an arm using her finger and thumb to move potentiometers.

Later versions for the disabled will use piezoelectric film. This pressure-sensitive material will be formed into a panel which can be strapped around the neck, reacting to muscle movement and translating it via the computer into mechanical arm actions.

The system may also be used for physiotherapy. Pneumatic muscles attached to a patient's limb would simulate how a physiotherapist moves it, and then be able to repeat the moves without human help - saving time and money.

Like Thatcher's heart may be a cold mechanical one, but it has 45 uses.

DON'T BELIEVE A WORD OF IT unless you want a £250 sports voucher from Elite!

ON YOUR MARKS, get set, go . . . for a comp from Elite, producers of the new sports trivia smasher *A Question Of Sport*.

No, stop — those careless swipes at Elite have lost the prizes.

They were so worried that someone in the office would take a fancy to them that they hid them all in an old football — and believe it or not they managed to fit in 20 copies of the game *A Question Of Sport*, along with 20 board games, 20 *Question Of Sport* posters, 20

COMP, TGM, PQ (Box 16, Ludlow, Shropshire, **WPS 108** to arrive by **December 15**).

The first correct entry picked out of a goal wins top prize,

and the next 20 win runner-up prize packs. The decision of TGM's judges is final in all respects, so respect 'em. Competition rules as printed on the contents page apply.

TOP PRIZE

■ a £250 voucher for sports gear

20 RUNNER-UP PRIZES

Runner-up prize packs each include:

- A £10 voucher for sports gear
- A *Question Of Sport* board game
- Elite's *A Question Of Sport* computer game (name your format)
- A *Question Of Sport* poster
- An Elite mug
- An Elite T-shirt

Elite mugs, 20 Elite T-shirts, 20 Elite sports vouchers and one **£250 sports voucher** for the top winner.

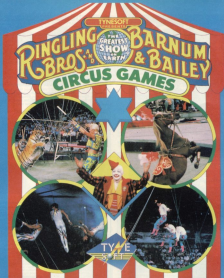
Okay, if you'll believe that you'll believe anything. But all you have to do to win the £250 voucher, or one of 20 packs of runner-up prizes, is suspect your disbelief and play spot the ball.

Balls-up

On the photo, you see a load of Elite executives trying to catch the prize where it lands. All you have to do is guess where it is in the air — by looking at their eyes and their positions — mark the spot with a big E (for Elite, god-dit!) and send the page or a photocopy to TGM.

Send your entries with your name and address and details of the computer(s) you own (so you get the right prize) to: **AN UNBELIEVABLE ELITE**





Step right up, see the main attraction. TyneSoft welcomes you to the greatest show on earth Ringling Bros. and Barnum & Bailey combine to bring you Circus Games, capturing the thrills and excitement of the Big Top. We challenge you to attempt the High Wire - do Flips, Cartwheels and Hand Stands then ride the Unicycle. Try your hand at Trick Horse Riding - attempt the daring feats on horse back and earn to the applause of the crowd. For the real spirit of adventure Tiger Taming dares you to face the ferocious Bengal Tigers. Make them stand on their podiums, walk through an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Trapeze - you may discover that you're a real high flyer. The Circus wouldn't be the Circus without clowns, and this is no exception. Laugh at their antics between events - it's what the Circus is all about.

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This report includes comments provided by both major candidates during past congressional sessions. Editorial boards in subsequent editions of the book will select specific comments and use them to guide the analysis.

It was the exceptionally cheap oil of that system with the highly polished piston/crank that gave the engine the name the "bushy crankshaft" and that was the reason for its failure.



For more information contact: **Dr. Robert L. Smith**, Director, Center for the Study of the History of the American West, 1000 University Ave., Suite 100, Boulder, CO 80502, USA. Tel: +1 303 440 2200. Fax: +1 303 440 2201. Email: smith@colorado.edu

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Keywords: child sexual abuse; disclosure; self-blame; social support

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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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The researchers suggest that the two separate distributions indicate people go to bed at different times depending on how they spend their day. They suggest that people who work longer hours go to bed later than those who work shorter hours. They also suggest that people who work longer hours are more likely to be tired and have more difficulty falling asleep.

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English, American, and French literature
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system in their American high schools. (http://www.englishcentral.com/engfr.htm)

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1. The first step is to identify the problem. This involves understanding the current situation and the desired outcome.



Abstract

[illegible]

10. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

[illegible][illegible][illegible]

the National Aeronautics and Space Administration. Many water and wastewater plant staffs, engineers, O&M and asset planning experts, and other professionals in the water industry are in attendance and will represent their respective organizations and associations. For more information, contact the National Water Research Institute, 1000 North 17th Street, Suite 100, Arlington, VA 22209, or call 703/243-7000.

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Gods rule Glorantha

GODS OF GLORANTHA

Roleplaying Game
Anson Hill, £13.95

Glorantha has literally hundreds of different gods, and the history of the world itself is largely the history of these beings. The first gods created the world and the various races of mortal beings that inhabit it. The younger gods came into existence, and in due course a number of terrible wars were fought, resulting in the entry of primal chaos to the world, which nearly destroyed everything.

Disaster was averted, however, in the form of an agreement between the surviving gods known as the Great Compromise, which caused the creation of time. From then on the gods were no longer permitted to fight their wars over the surface of Glorantha. Every important religion in this rich and fascinating pantheon is detailed in this impressive supplement.

Gods of Glorantha comes in the form of a boxed set of rules with four rulebooks inside. What *Charmade Baya* is the first of these, and inside are nine double-page sections answering such questions as "where did the world come from?", "why do we die?", and "how does magic work?" in terms of the beliefs of nine very different Gloranthan religions. This is intended to give players a character's eye view of some of the major gods.

From the practical beliefs of the clerics with their cosmologies and devotion to the maintenance of the World Machine, to the teachings of the Lunar pantheon whose goddess embraces both order and chaos, to the wisdom of the free living shans - these outlines give a magical flavour to the role playing environment.

The second booklet is an attractively illustrated Gloranthan calendar, listing the holy days of each major religion. Next we find the *Prolegomena*, a 20 page "Who's Who" of the Gloranthan gods. Here we have found such deities as Erro-poly, the god of death - the secret holder of the mankind who dwells in the depths of the ocean; Yst, the underworld god of whom all knowledge has been lost; together with such bizarre gods as that of Combs and Birds, the god of the earth whose worshippers have per-

fect hair and who alone know how to cure baldness.

Finally we come to the *Cults* book. This provides fuller details of each of the most common Gloranthan religions, ranging from those common amongst player-characters (Olanth the adventurer; Chelene Ance the Healing Goddess; Luthi the god of power) to the more unusual (the malignant Gorgoma, keeper of secrets; the Vrakian god - whose very name is unpronounceable and there-



fect and evil gods whose worshippers will do the players character most accounts loss - Blego, Queen of the swampy men; Pan, champion of the Muteko, the chaotic god of corruption; and Matis - the goddess of disease.

For each cult details are given covering such aspects as the requirements to join, the restrictions on teaching priestly arts and spells (desires to wilderness). A comprehensive index detailing many new skills is contained within this booklet, including such weird and wonderful spells as 'sprout

but fire the imagination of any fan-fairy role-player, and *Gods of Glorantha* is a must for any RuneQuest fan.

The second Glorantha publication by Anson Hill is the *Gloranthan Bestiary* (softback, £3.95, 48pp). More than sixty monsters of the world are detailed including fearsome beasts, harmless creatures and species such as titans - who have the ability to crystallise emotions. Most entries are illustrated with line drawings and a map of Glorantha showing the geographical range of each creature. This is a useful supplement for Gloranthan play, although the



legs', 'waste time' is spell to cause sterility and the ingenious 'remove body part' which is particularly useful for thieves who want to end their hands off an annoying monster. Together with a brief overview of Glorantha's history and geography, this booklet is of particular use to those who aren't familiar with the world from the earlier edition of *RuneQuest*.

A complete religious background of this sort is a huge asset for fantasy role playing. The wealth of both spiritual and secular options open up a huge range of adventuring possibilities for referees and players. *Gods of Glorantha* also provides a valuable range of new spells, but it is also a good read and will enrich the religious aspect of any fantasy world.

My only criticism is the physical quality of the booklets which is a little dull when compared to the hardback edition of *RuneQuest 2* now sadly out of print. That aside, this is a supplement that can't help

presentation is unattractive.

Finally, no sooner did my review of *Exalted 2000* hit the page than Games Designer William Webster published a revised edition. A redesigned and significantly heavier boxed set (at the same price of £12.95) contains revised and greatly lengthened rulebooks. The organisation of the rules have been improved significantly and a wealth of examples of play have been included, making the system much easier for players and the referees to pick up. The only negative point is that the heavy card covers in the first edition rulebooks have been replaced by over laminar paper covers in *RuneQuest 2* style. Handle with care - this sort of binding at too often falls apart after a few sessions of play! That aside, the new edition is an improvement in all respects, and turns a product that is often taken several sessions into a game I can wholeheartedly recommend.



Music is the food of love, and we all know what country's best at that. Jon Bates tunnels through the channels of France's chief MIDI package for the Atari ST.

Music software takes after its nation the way some centers take after their dogs. German programs tend to be ordered, mathematical, comprehensive and masterful. American software houses are wonderful at wrapping up even the least inventive programs in glossy flops. Back in the UK, the programs are often inventive, but underdeveloped and packaged in a spartan box with vague photographic instructions.

And what about the rest of Europe? Others are the Italian, Spanish, Greek and French programs? What a minute... did I say French?

If the software likes the country, the French approach would be artistic, taking a few liberties but never straying far from

comprehension. The packaging would be well-chosen and clear, and the program itself would probably make up for its lack of maths with a fast-track, easy-to-use approach.

And as for as computer music goes the French are practically well ahead, with a government-funded research and development establishment right in the heart of Paris. This institution, IRCAM, panders to the holy French idea that the art must develop on its own and be misunderstood by everybody else.

IRCAM developed its own software, its own hardware and computer language and its own synthesizers, at great expense. Similarly, Jean-Michel Jare's on-stage gear is nearly all French - peculiar, elegant and expensive.

So far so bad news for

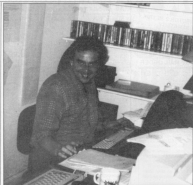
micromusicians. But there's now a new breed of French music software, and the first heritage is *Musique* - developed by Digigram, published by Camelot, and marketed in the UK by Soundbits.

Studio 24

The package comes in two parts, which stand alone or run simultaneously - one is a file editor and the other...

Studio 24 is a 24-track MIDI recorder for the Atari ST. The screen setup, similar to several other sequencers, shows 24 tracks across the top of the screen, four names and four features underneath each track; and a set of cassette-recorder icons onscreen. The menus drop down and the editing you flip to an edit screen - other functions appear as active

"Jean-Michel Jare's on-stage gear is French, peculiar and expensive"



windows.

Getting going is easy — just plug up the MIDI leads and hit record. The program automatically logs the end of each recording and sets that up as a pattern called a block so you don't have to worry about lengths when you start wandering over the keyboard of your machine.

Playback is simple too — hit Funtank and the track comes back to you. Each track can be named, and (honestly) there's enough space to record a few pertinent details about the equipment each track is plugged into.

The facilities for copying blocks and moving them within a track, or from track to track, are accessed from a drag-drops window. All you need to know is which bar number the block starts and finishes at.

Option connection

Although the main screen is basic compared with the jungle of options that some sequencing software offers, you can choose from internal, MIDI and tape sync. (The last option is obviously there with an eye to selling you a hardware tape sync box.)

Tempo can be triggered either by the mouse button or by dragging a slider up and down through the middle of the screen. As with all numeric functions in Studio 20, you can actually type the number in — or so the manual claims. I did find one or two menus where numerical input wasn't possible.

There's also a cursor function, which will loop from the beginning of the track to the last point recorded — but I

couldn't get this to do anything but, and annoyingly, it left a blank bar before looping each time.

History: Here's the handy list of dropping you in after the last section you recorded. This can be a boon or a bane, depending on what you're doing.

If you have just achieved the end of your chords, it's fine as you have no chance of overwriting it, but if you're still trying to perfect a bass, drum or chord pattern, it becomes a pain as you have to stop, erase the track, and start all over again.

I particularly liked the virtual splitter for each track, which sends the voice patch, the various control numbers and the velocity range plus a pitch bend range setting.

This is a worthwhile stamp of user-friendliness — as you flip through the program changes window, it also changes the voices on the synth so you can hear and see exactly what you're doing. It's also compatible with MIDI dump files.

You can have note-on and quantize

I wasn't so enthralled with the various features, which are a little quirky and idiosyncratic by today's standards. If you want, note-on quantize you have to select that before you record your pattern — or copy the unquantized pattern onto a fresh track that has been set to the note-on you want, or think you want.

Note-length quantize is set on the edit page after you've recorded. Though it covers all conceivable note values and very usefully has a drum-

beat quantize — note-on and note-off notes immediately — it's still a bit basic, leaving many of the quantization features that similarly-priced sequencers have.

Notes or rests can be added, taken away or simply moved around with ease, but if the track is polyphonic you have to deal with it a note at a time. Though it's not easy to edit specific MIDI data that appears to be tricky, velocity etc., you can alter details of the program and velocity.

Yet what's unique about this package is the 4 and 8 steps above tracks 20 and 24.

Now you C M

C means chords, and rather like a single keyboard this will identify chords and play them according to the higher pattern you set up on the track. It can identify most of the common chords and even those about in only one inversion (a position, M is for the melody, which must be monophonic).

Once the program is given these tracks as information, it will go away and calculate three other tracks which are in perfect harmony with the melody and accompaniment.

Just you have a melody to enter and a few chords to go with it. Studio 20 will calculate the fit — but that turn a simple tune into a sort of full-blown arrangement. It can calculate other close or open harmonies.

Having done all this, the program has a great function that lets you commit your efforts to hard-copy. It is compatible with Atari and Epson printers and will give you melody in the middle staff, a polyphonic harmony line in the bottom staff, a bass line, and the chord symbols written out above the staff.

Any transpositions you've made are automatically adjusted to the relation, so it's 'what you hear is what you get'.

Sadly, though, there is no alternative configuration program for printers beyond Atari and Epson.

Big Band

The extension to Studio 20 is called Big Band. Given chord and melody information, this will write up enormous arrangements including drum patterns, countermelodies, riffs and so on, all assigned to separate MIDI channels.

It will even knock off a melody for you once given the chord sequence, and it can calculate chords — to some extent.

But all is achieved by selecting the style you want, so you are limited by the styles offered and the programmer's interpretation of it. On its own, Big Band acts as a player and not a recorder of MIDI information.

Both programs are very inventive. In fact, they are artistic, taking a few facts and turning them into pretty comprehensive — the packaging is well-thought and clear, and the programs themselves make up for a lack of maths with a laid-back, easy-to-use approach. Just goes to show...

■ For Sale: Studio 20 £149, Big Band £169. Available from Routings, 45 Garton Tower, Birmingham B7 2BA. Tel: 0202 323-3445 or 02043 56001.

"Big Band will even knock off a melody given the chord sequence"



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<p>1. PROBLEM STATEMENT The problem is to design a system that can handle a large volume of data and provide a user interface for data analysis.</p>	<p>2. SYSTEM REQUIREMENTS The system must be able to handle a large volume of data and provide a user interface for data analysis.</p>	<p>3. SYSTEM ARCHITECTURE The system architecture is based on a client-server model. The client is responsible for the user interface and the server is responsible for the data processing.</p>	<p>4. IMPLEMENTATION The system is implemented using a client-server architecture. The client is implemented using a web browser and the server is implemented using a database and a web server.</p>	<p>5. CONCLUSION The system is designed to handle a large volume of data and provide a user interface for data analysis. The system is implemented using a client-server architecture and is based on a database and a web server.</p>
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MASTERS
OF
STRATEGY

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THE DARK FUTURE

IN YOUR HANDS

Thanks to Games Workshop and TGM

... **USA, 1989:** The Factional Operation is a new breed of law enforcer. A blend of bounty hunter, hired gun and old-style fighter pilot.

In the vast tracks of lawlessness outside the Policed Zones (PZs) of the great cities, authorized gangs rule supreme. They terrorise the scattered communities along the interstate, and war constantly among themselves for territory and prestige. The roads have become a battle zone, where the strong and the weak soon die...

This is the world of Dark Future, the grim RPG from Games Workshop - and now you can enter the future by winning one of 20 game kits and a Games Workshop Landraider model too!

All you have to do is translate the Dark Future slang shown into its 1988 equivalent, by matching the numbers and letters.

For instance, if you think "gagging" means "kidnapping", just write B H on your list of answers.

Send your answers on a postcard or the back of a sealed envelope to **DARK FUTURE COMP, TGM, PO Box 10, Ludlow, Shropshire SY8 1NR**, to arrive by December 15.

The first 12 correct answers picked out of the time turned on that date win a ready-to-play Dark Future kit plus a model. The next eight win the Dark Future kit (but sorry, no model).

The decision of TGM's judges is finalistically final, and the usual rules as printed on the contents page apply - even in a lawless society.

DARK FUTURE TALK

- 1 Gaskade
- 2 Clarke
- 3 Hammer
- 4 Purple Dry
- 5 Shredding
- 6 Jangle money
- 7 Flapping
- 8 Chopping

1988 TALK

- A The desert
- B Accelerator
- C Just laughing around
- D Loose change
- E Driving rights on state and a
- F Fender punk
- G Baking
- H Kidnapping

Turbo



RACE



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Tourist Trophy 1983 : 1st
Paris-Dakar 1984 : 1st
Paris-Dakar 1986 : 1st
Turbo Cup Porsche : 1st



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Be BOMBUZALED

... with Image Works and a host of board games

QUESTION: What happens when six top programmers get together? **ANSWER:** Ino, that's not the comp! Bombuzal!

Bombuzal, due for review in TOM#114, is the teamboozing new puzzle game from Image Works, complete with designer set, 3-DIG-D options—and contributions from six leading game-creators.

David Bishop is the designer and Tony Crowther did most of the programming, but stars like Jeff Minter, Andrew Braybrook, Ulik and Jon Ritman have all contributed levels.

And it's one of those deceptively simple challenges that should keep you coming back for more till you smash the machine in frustration. (The broken machine could be Amiga, ST, Amstrad CPC, C64 or Spectrum.)

But if you do that, you'll need something else to play — and that's where this comp comes in. Image Works are offering the winner a **lumper bundle** of board games plus a deluxe Image Works goodie bag.

The first five runners-up get Rubik's Clocks, puzzles — including follow-ups to the best-selling Rubik's Cube — plus goodie bags, and the next five get the bags too.

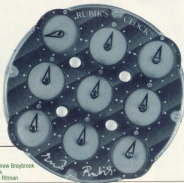
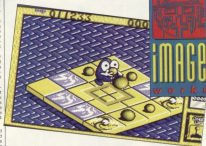
And all you have to do is name one game (apart from Bombuzal) by each of the famous programmers working on the new Image Works release.

Send your answers on a postcard or the back of a sealed envelope, with your name and address, to: **BOMBUZALIZED COMP, TOM, PO Box 10, Ludlow, Shropshire SY8 1DB** to arrive by December 15.

The decision of TOM's judges is final in all respects, 'cos they're so smart, and rules as printed on the contents page apply.

Just name one game by one each programmer:

- David Bishop
- Tony Crowther
- Jeff Minter
- Andrew Braybrook
- Ulik
- Jon Ritman



READERPAGE

"After a five year affair I am shortly to be married to an Atari 520 ST with colour monitor!"

So says a mystery correspondent as the ugly ST/Amiga war rears its head again. But all is not as it seems at Readerpage Central. Who can say what is real and what is MSX?

THE WAR TANKS ON

Dear Games Machine

Companies that directly convert ST games to the Amiga really bug me. Why don't they spend a bit more between themselves to try to work out the winning strategy? And if that's too much, isn't it already only not just enhance the sound?

Help your mag, it's well put together. At least most of your articles are interesting (although some aren't). But however there is one point. How do you know that the Amiga is superior to the ST or why do you personally stay off it in terms of software? Don't get me because the ST has better software because the design is equal First better "hardware" emulators ST based even though you recognise the Amiga as the superior machine. A lot of people think the same way - and you might influence some minds the way you.

As for content in the industry, what a waste of time. It's just a bunch of wannabes who make a few bucks out of nothing. They find they cannot deliver the quality they need and move onto more glibble things like the computer industry. Take for instance the old Pac-Man ad, all it is to make Mitchell's writing a mess. I mean it's

hardly offensive is it? Okay so maybe Pac-Man/Amiga gang-banger for the whole sensitive computer industry. What about the Federal about where the man isn't wearing a suit - just a pair of shorts? Look Computer, stop.

A thing I have greater for is the Computer as all of its articles have been great, especially the ones on computer fraud.

Now Flakery, I've read the question of this in the so-called "old" year 'are would assume that you are similarly guilty of this that given that you call the mouth-to-ST buyer a "killer". Quite frankly we all thought the "my Amiga is better than your ST or vice" argument had been finally laid to rest, but evidently we were wrong. At FGM we review (GAMES), irrespective of format, if a game is frequently rated higher than 4.0 or 4.5, the fact is that we look at each game and assess if an individual merits irrespective of what format it is or what the same starts claim is.

By the way, Mr. Computer won't like you calling him a thing.

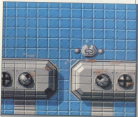
16 BIT BLUES

Dear Games Machine

Congratulations on producing such a great mag. I have a rather big complaint to make, not against you but against nearly all software houses.

What do they think they are doing? Why are software houses so unoccupied producing software to match the capabilities of these two powerful

computers? It is wasn't for people like Argonaut, Argonaut and Melbourne House producing games such as *Blaster 2*, *Blaster 2*, *Blaster 2* and *Blaster 2* then I don't think Commodore and Atari would have actually sold any machines to your average games player. What's happening with the Amiga? It has eight times the ST's colour palette &



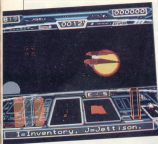
has eight sound channels in four stereo pairs, multi-tasking, hardware scrolling, hardware controlled sprites and an 800k drive. So why are software houses

producing games on the Amiga with tiny scrolling and worse sound effects than the ST? What are they going to get their act together and start programming the



CUTEY-POO MEETS FRANKENSTEIN'S MONSTER





ST and Amiga properly, before they lose the support of column readers?

Steve Wilson, Kent, is the early days of 16-bit the majority of software houses were simply porting their previous releases across to the new format without making any substantial alteration to the games. Of course, this still goes under the name

as the ones who mention demonstrate that some publishers are learning to put their money where their needs are in terms of development. This pattern will change as 16-bit becomes more established, but as ST game sales substantially outnumber the Amiga this explains the current disparity.

SQUASHED PIXELS

Dear Gernie Machine

Steve thought my Amiga had lost the pleasure of enjoying some great graphics, but I've noticed the differences between American NTSC and European PAL formats.

Amiga games mostly use low resolution, that means 320x200 pixels — which is full-screen NTSC. Low-resolution PAL, however, is 256x192 pixels, so Amiga games don't fill our European screens completely. This means that if games were written as an NTSC system, we are

playing "squashed" versions of them our way.

The current TestDrive for instance have oval wheels, but I've noticed on up NTSC screen the same wheels are perfectly circular. I compared screen shots from TestDrive on TGA with screen shots in an American magazine and the difference in screen-height was obvious.

Given that PAL users are only getting 75% of the screen, maybe NTSC games should be ST to please? Walter Verbruggen, Belgium

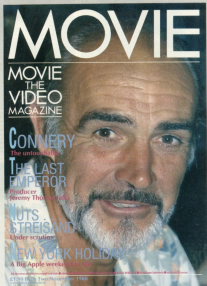


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BACK BYTES



CONTENTS

- 137 HARDWARE
- 143 REPAIR SERVICES
- 145 MERCY DASH
- 146 DESKTOP PUBLISHING
- 148 COMPETITION RESULTS
- 149 CLASSIFIEDS
- 153 TRIVIA QUIZ
- 154 ENDPIECE



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Index (i)	Time	Access Point
1		
2		
3		
4		
5		
6		
7		
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9		
10		
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12		
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14		
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SOFTWARE FORMAT Special cartridge format. Single user offers by independent firms, no disk or tape software is available for the Genesis. The Japanese version cartridges are designed a one chip but abandoned because of price problems.

PORTS Game controller, TV, Latch.
SOFTWARE Games only. £20-£25 each. In the UK, though hundreds are available in Japan and the US (see Back Bytes, 10/AM01/2). Nintendo more generous (see first games per month or other UK).

PC ENGINE

PRICE £175 for console, power pack, joystick and manual (includes ROM or 50,000) Available only from Japan. Made by Emuplan (UK distributor: Southampton 850/100).

MANUFACTURER NEC, the Japanese manufacturer, are uncertain. Believed to vary large.

PRICE £1500 (local agent, believed to be a specially arranged flat ship, though some reports say 14,000).

RESOLUTION 256x256 (up to 32 background colours and 16 split colours assumed).

COLOUR PALETTE 16 colours and shades.
VIDEO 1% channel through TV to monitor.

PORTS TV to monitor (via support interface).
SOFTWARE FORMAT Special cartridge. PC Engine cartridge - no tapes or disks.

PORTS Cartridge slot, one joystick port, large expansion port (possibly to connect PC Engine for non-player games).

SOFTWARE Games only. About a dozen are available in the UK.



SEGA MASTER SYSTEM

PRICE Games console including light gun, game controller and one game (costs at £175).

RESOLUTION 256x192 (up to 48 colours assumed).

COLOUR PALETTE 48 colours and shades.
SOUND 4-channel sound played through TV.

VIDEO 1% only. The Sega cannot be used with a monitor.

SOFTWARE FORMAT Special cartridge (no tapes or disks).

PORTS Cartridge slot, two game controller ports for two-player games and TV port.

SOFTWARE Games only, mainly conversions of large scale-up games.

This section is updated every month and we make every effort to ensure the information is accurate. Let us know if we've missed anything!

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GUIDE TO INDEPENDENT REPAIR SERVICES

No matter how much you rely on a computer, eventually something goes wrong. And you can't ever be a *Wop* when the guarantee has expired, so you can't forget about sending it back to the manufacturer. In most cases, they won't want to listen.

So TCM has compiled a list of ten top computer-repair firms together with details of the machines they service, cost, and warranty.

● Before packing your computer off to a repair firm, check to see if your local computer dealer can recommend a local repair outfit. It's easier to deal with a local firm, because you can always get round and knock at their door.

● Failing that, it's time to look across at the free-market TCM guide. (Place the company you choose and try and get a rough guide of the cost of the repair, how long it will take - and whether they'll give a warranty to do again for free if the repair doesn't work.)

● Make sure that the quoted price includes parts, labour, VAT, and return postage. (If you are using the computer for a VAT-registered business, you probably know already that you can claim the VAT back from the VAT Office after you've paid.)

● When sending your computer by post, pack it carefully - preferably in the original box - or you risked opening and mine then you risked it.

● Always include a letter with your address, telephone number and the effects of the fault.

● Send the whole package by recorded delivery - just to have signed the receipt - and pay the extra cash for an advance on delivery slip (2p if you ask for it when you post the package, 8p if you don't ask for it).

That way you know it's gone there, you can have the repair first if they claim it's lost in the post, and you can sleep at night too.

COMPANY THE COMPUTER FACTORY
ADDRESS *Academy Engineering Ltd,*
Unit 18A, Granger Road Industrial
Estate, Southend SS1 5GG
Tel: (0206) 418493

COMPUTERS REPAIRED All major
modern desktop units.
PERIPHERALS REPAIRED Disk drives
and printers.
PRICES £2-£40.

WARRANTY Three months.
ADDITIONAL INFORMATION Free cost
estimate.

COMPANY GSF SERVICES
ADDRESS 113 Mountbatten Road,
Barnet, Herts SG5 4TP
Tel: (081) 44 4447
COMPUTERS REPAIRED All Spectrum.
PERIPHERALS REPAIRED Floppy
Printer Spectrum £80-£100.
Spectrum £100-£120.
WARRANTY Four months.

COMPANY HS COMPUTER SERVICES
ADDRESS Unit 3, The Orchard, Wotton,
Fleetwood, Lancashire PR6 1BB
Tel: (0712) 612445
COMPUTERS REPAIRED All Spectrum.
PERIPHERALS REPAIRED Floppy.
PRICES From £14.75.
WARRANTY Three months.

**COMPANY LABROOCH COMPUTING
INTERNATIONAL**
ADDRESS 88 Garsdale Road, Preston,
Lancashire
Tel: (0773) 27474 and 27531
COMPUTERS REPAIRED Mainly Atari.
PERIPHERALS REPAIRED Printers and
disk drives.

PRICES According to machine - for
example Atari 17 £34-44, 16/14 £2-£23
(these prices include VAT).
WARRANTY Please for information.

COMPANY PM ENGINEERING
ADDRESS Unit 8, New Road, St Ives,
Cambridgeshire PE12 4BB
Tel: (0465) 51294
COMPUTERS REPAIRED All home
computers.

PERIPHERALS REPAIRED Printers,
monitor and disk drives.
PRICES Phone. There's a set repair price
for each computer, regardless of the
fault and including all parts and labour.
WARRANTY Three months.

COMPANY RYB ELECTRONICS
ADDRESS 103 London Road South,
Lewesport, Suffolk, NE25 5AR
Tel: (0420) 54229

COMPUTERS REPAIRED All Spectrum.
PERIPHERALS REPAIRED Floppy.
PRICES Spectrum £85-£15.
Spectrum £20-£40.
ADDITIONAL INFORMATION Ryb
Electronics also sell components.

COMPANY VIDEO WORLD LTD
ADDRESS 140 High Street West, Gloucester,
Gloucestershire GL1 5HQ
Tel: (0474) 54255

COMPUTERS REPAIRED Most.
PERIPHERALS REPAIRED Floppy.
PRICES From £75.00, according to

machine.
WARRANTY Three months.
ADDITIONAL INFORMATION While
your wait service in Manchester.

COMPANY VSB TECHNICAL SERVICES
ADDRESS Mercury Asset Management
Youth Enterprise Centre, 8 Watney
Road, London NW9 6BP
Tel: (01) 268-7900

COMPUTERS REPAIRED All Spectrum.
Amstrad, Atari and Commodore models.
PERIPHERALS Open Discovery drive
Insight (an Xcopy is attached
disks) for the Oracle (Discovery
Disk).

PRICES Rough guide £22.75 for
Spectrum £20 or Spectrum +, £14.50 for
Spectrum £200, £75.00 for Spectrum + £,
£21.40 for Open Discovery. Prices include
parts, labour, VAT and return postage.
ADDITIONAL INFORMATION VSB
Technical Services is sending young people
with the help of a youth London South
Enterprise Centre.

**COMPANY WIGHT COMPUTING HOME
SERVICES**
ADDRESS 122 High Street, Hyde, Tel: of
Hyde (0456) 2541
Tel: (0456) 54776

COMPUTERS REPAIRED Most.
PERIPHERALS REPAIRED Printers and
monitors, but check first that the service
is available for the older models.
PRICES According to the problem.
WARRANTY 90 days.

ADDITIONAL INFORMATION Wight
Computing will also check, clean etc
computers which are not obviously faulty.

COMPANY WTS ELECTRONICS
ADDRESS 114 Portland Road, Sutton,
Bedfordshire MK45 5AT
Tel: (0548) 454075

COMPUTERS REPAIRED Spectrum,
Commodore, BBC, VIC20, Acorn
CPE £44.

PERIPHERAL REPAIR Phone.
PRICES £14-£22, depending on machine.
WARRANTY Three months.
ADDITIONAL INFORMATION WTS
Electronics promise to complete the
repair within one week from the day
they receive the machine.

Attention repair firms If you would like a notice
in the Back Bytes Repair page, please send
the relevant details to Back Bytes, TCM, PO
Box 10, Andover, Hampshire SP10 2RN, including
a phone number and the manager's name
(if not first).



HARDWARE

1000

Amiga 4000	£3995.00
CDM 64C Starter Pack with cassette recorder, keyboard & free software	£149.00
CDM 64C Computer only	£125.00
CDM 64410 Disk Drive	£189.00
CDM Amiga Business Pack	£799.00
CDM Amiga + Colour Monitor	£649.00
Amiga 500 - CDM Software Pack	£295.00

1000

10 x 0.5 DSGG (Disk Mounted)	0.14 04
10 x 0.5 DSGG (Disk Mounted)	0.18 05
10 x 0.5 DSGG (Disk Unmounted)	0.18 05
10 x 0.25 DSGG (MTTP Mounted)	0.13 05
10 x 0.25 DSGG (MTTP Mounted)	0.18 05
10 x 0.25 DSGG (Unmounted)	0.18 05
Mouse test	0.04

POSTERS

Quanta II (Antiga Version)	£149.00
Citrus 120-0	£149.00
Panasonic KDP 1001	£199.00
Spice L3-800	£279.00
See L3-10 (ring for colour options)	£249.95
See 100-20-10 Printer + Sheet Feed	£554.00

The entire Citroën Range is stocked please
ring for details.

100

Juggernaut Master (ST)	\$24.99
Overlander (ST)	\$19.99
Captain Blood (ST)	\$24.99
Carrier Command (ST)	\$24.99
Empire Strikes Back (ST)	\$19.99
Football Manager II (ST)	\$19.99
Football Manager II (Amiga)	\$19.99
Interceptor (Amiga)	\$24.99
Happy Boy (Amiga)	\$24.99
Black Lamp (Amiga)	\$19.99
Zerox (Amiga)	\$24.99
Hardy Tale II (Amiga)	\$19.99

This is just a small selection of Amiga Software in stock.

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Quoted are A.R.V.
Excludes postage 1996

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SOFTWARE

COMPETITION RESULTS

WHERE TIME
STOOD STILL

Guests offered a Swedish traditional and Swedish watch to the outgoing winner while copies of the game *Where Time Stood Still* were available for current top.

Andrew Hunsley, Manchester, UK
 To find out how you can win

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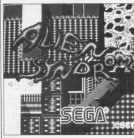
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ALEX SYMBIONE

Booth International offered an excellent value but, together with agents of the game, John Syme, director for Sydney 20.

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USER GROUPS

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TAPE 4

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UNCLE MEL'S TRIVIA QUIZ

1) Who Are The Champions is an American film. Name the 1955 band who had a hit with it in 1977, and any one of The Champions in the 1988 instantly series.

2) What size and shape is the EOS satellite, and when do transmissions begin?

3) Unscramble the software houses from these silly names: 'SAM SODORITE', 'ALI GOOTH', 'ROSE C. ROMAP'.

4) How many programs are on Microsoft's Programmers Library disc? a) 12 for DOS, b) 1000 for DOS, c) 120 for DOS.

5) Give or take a century, when where the following words spoken: "One machine can do the work of 50 ordinary men, the machine can do the work of one extraordinary man?"

6) How do you ship a free advert into DOS?

7) What colour are the new 120mm CD Video discs?

8) Who provided the music for Intergalactic? Captain Black and who is he married to?

9) In The Microtronic include to The

Galaxy what was the real function of the Bath, and who was it changed?

10) What's the width of standard audio cassette tape?

11) What RPD did Tim Cold devise for Angle TV, and who first used the same special effects techniques?

12) When and where was the first computer museum opened?

13) How can we be sure that Captain's hero Black Tiger has spoken truth?

14) What was Amstrad's turnover for the financial year 1988/89? a) £100 and a major trade, b) £88 million and a modest capital, c) £62 million and he is still got that scuffy beard?

15) Did The Race Against Time join organisation Sport Jan? Is he the predicted million man?

16) In what years were the following films set? The Ultimate Warrior, Badrunner, One Million Years BC.

17) Give the odd one out: John Lennon, Jim Ross, Pope John Paul 2, Elton John, Bobby.

18) Who are Beverly, Dawn, Suzanne, Barbra, Rachel and Bobby?

19) Pandora is the computer in Freud's game. In the Greek myth, what was the only thing left in Pandora's box?

20) Who are freelance programmers but growing mushrooms?

ANSWERS

1) They were only a side entry of the 1955 band who had a hit with it in 1977, and any one of The Champions in the 1988 instantly series.

2) The EOS satellite is 1.5m in diameter and 1.5m in length. Transmissions begin at 10.00am on 10th September 1988.

3) The software houses are: SAM SODORITE, ALI GOOTH, ROSE C. ROMAP.

4) There are 1200 programs on the Microsoft's Programmers Library disc. a) 12 for DOS, b) 1000 for DOS, c) 120 for DOS.

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The shape
of things
to come

Time never stands still — except in Ocean games — and at TGM we're racing to bring you the latest news and reviews of software, hardware and all forms of electronic entertainment. Looking back over 13 issues, the TGM policy of bringing you the best game reviews together with the most exclusive stories has, in my opinion, never been bettered.

TGM was the first to tell you about the PC Engine, the Sinclair Professional PC, the Konix console. TGM was the first to bring you the hottest news about laser guns, video camcorders, satellite TV, bulletin boards, computer crime, piracy, exploitation, even computers and the supernatural. But if you think you've seen it all, just watch this space, because . . .

You ain't seen nuthin' yet

You've probably noticed some changes in the last months as we get to know what you want. Things like more playing tips, an expanded news section that doesn't just repeat what everyone else has published, more down-to-earth information on what's really what in hardware with the Back Bytes section, and of course exclusive coverage of all the new games coming from Europe and the USA.

(And did you know it could be next stop India? That nation is shaping up to become one of the world's largest software producers, and it's only a matter of time before they get heavily into games. We're looking into it already.)

So, next month, TGM unveils some exciting new sections to give you the complete guide to computer entertainment, all under one cover.

There's a taste of things to come in the What's New box, and you can see the new-look logo on this page too. Reserve your copy of TGM#14 for December '85 . . . and let us know what you think.

Jon Ross
Editor

What's new

■ **Charts** — not just a listing Top 50, but facts and figures on everything that matters to today's games.

■ **Awards** for the very best games — and the ones we wish they hadn't made us play.

■ **Thoroughly tested tips** on every major release.

■ **No nonsense** and no fluff in Back Bytes — just a complete hardware and software guide to help you save money.

■ **More exclusive reports** on the big games and names of 1985.

■ **Plus** all the essential extras.

ADVERTISERS' INDEX

17-Bit Software	129	Integromics	86
Activision	24, 25	Kidsoft	134
Again Again	159	Konix	12
Asia	79	Line	50
Atari	48, 49	Lordsburg	129, 139
Athens	17	Megaplan	95
Best Byte	136	Microplaysoft Ltd.	88, 89
The Big Apple	42	Mindspan	71, 85, 86
Chaos	144	Ocean	8, 82, 155
Confonix	123	Herb's	123
Computerware	28, 31	PC Entertainment	123
GM Games	136	Freemove	140, 141
Datal	54, 55	Simon Shop	87
Digital Integration	30	Software Cellar	134
Domark	61, 62, 63	Sound & Vision	95
Dynabits	134	South-East Kent Software	134
Electronic Arts	2, 3, 6, 7	Teknosoft	88, 89
Enix	122	Trilogide	140, 141, 142
Euro Systems	129	Trystech	115
Exumas	126	US Gold	
Exotham	135		
Growth	20, 21, 22, 23, 24, 25	Video Vault	113
Havard	27	Wardline	113
IBM Computer Services	151	Yarcorn	140
Incentive	122, 123		



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